



Welcome to FFF3PP Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Welcome to Furcadia Frame Work for Third Party Programs.

Furcadia Framework is intended to help the community develop Third Party Applications using the .NET Framework. This library includes all the basic functionality for working with the Furcadia Client, associated programs, and services.

Copies of this document will be included as a Compiled Help File (*.chm) in each release of the SDK. All current documentation will be stored at our [GitHub Repository](#). Alternatively, you can download this document in a Compiled Help File format [here](#).

Project Description

We're Currently working on a ProxySession Class in the Furcadia Framework Library. This Class is intended to be a drop in replacement for NetProxy and will include the bells and whistles for basic operation. To assist us in further development of the library, we have under taken a mission to document all aspects of Furcadia that we can. From file specificifications and configurations to items lists and patch information, this project intends to capture it all for both legacy and modern Furcadia.

Anyone is welcome to contribute to this project. Our aim is to support the community in any area we can. This often requires updating older documentation in the depths of the internet and bringing it to one community supported arena.

1. **Client to Server Queue Manager**([Furcadia.Net.UtillsServerQue](#)) This will Absorb all the SendToServer instructions and spoon feed them to the game server without overloading the Servers' Buffer. In here we'll handle Throat-Tired Syndrome and NoEndurance.
2. **Dream Patron List Manager**([Furcadia.Net.Dream](#)) This will maintain

a list of players in the current dream and keep track of basic stats such as current player position, costume settings, taking advantage of [DragonSpeak Parameters](#).

3. **Pounce Connection**([Furcadia.Net.Pounce](#)) Player online detection.
4. **Account Log-on** Directly connecting to the Furcadia API using character .INI files for legacy support.
5. **Server to Client Instruction Handling**([Furcadia.Net.Utils.ServerParser](#)) Parsing Server data for basic Proxy operation with events leading out for custom code links. The events will return Server Data and EventArgs. This will apply to Text channel parsing as well.
6. **SSL/TLS Connection** Handling of game server Security Certificates for an encrypted connection.

See Also

Other Resources

[BugTraq \(Bug Reports\)](#)

[About](#)

[VersionHistory](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



About

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia© is a game created by Dragon's Eye Productions© and [Catnip Studios©](#) . Its a 2d isometric MMOG. Visit [Furcadia©](#) for more information.

Furcadia Framework for Third Party Programs is not supported by Furcadia, Dragon's Eye Productions or Catnip Studios. We are independent.

Optional section title

Furcadia Framework is a SDK (Software Development Kit) library for third party developers. Developed in .NET it can be used with any .NET language (c#,vb.net,cpp,boo,etc). Intended for use on multiple platforms.

Features:

1. NetProxy: Connect to the Game server
2. Drawing: Work with patch and map files
3. ServerParser: Process Server to Client Instructions
4. PhoenixSpeak: Process interactions with the game server to manage a dreams Phoenix Speak Database.

Send comments on this topic to [Lead Developer Gerolkae](#)



Project Credits

Furcadia Framework For Third Party Programs

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Furcadia Framework For Third Party Programs could not have been made possible with out the help of the community. We owe our thanks to everyone who has made contributions of various kinds.

Credits

Many thanks go out to

- Tokota (Constantly Breaking things and giving support)
- Kylix (Familiarizing me with System.Net and His intimate knowledge of Furcadia image formats.
- Dream Dancer (Bug Hunter extraordinaire!)
- Lothus Marque (Delphi geek, but still helped with conceptual design)
- Artex (A human operating system. 1tb RAM, 5.0thz Processor)
- Squizzle for starting this well thought out project and passing the torch on
- Team Dragon (Catnip Studios and Dragons Eye Productions) for providing your server protocol to nerds like us.

Send comments on this topic to [Lead Developer Gerolkae](#)



Contribute

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

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We value your input. There are several ways the community can contribute to this project.

Methods to Contribute.

- File a Bug report or send us Comments and/or suggestions [BugTraq \(Bug Reports\)](#)
- Join us at the [Github site](#) , Clone the repository and push your changes to us.
- Send an E-Mail to Lead Developer Gerolkae. the link is at the bottom.
- Login Furcadia and send Gerolkae a Whisper.

See Also

Other Resources

[BugTraq \(Bug Reports\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Bibilography

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

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Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



BugTraq (Bug Reports)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Optional summary abstract

BugTraq - Bug reports

Steps to report a bug or to make a comment or suggestion

Send an E-Mail to Lead Developer Gerolkae with the subject Submit Bug Report. We'll set up an account on BugTraq for you and send an activation link for you to set your password. The E-Mail link is at the bottom.

One the Account is setup, File a new report under the Furcadia Framework For Third Party Programs group.

See Also

Other Resources

[BugTraq on Ts Projects](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Appendix

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

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Appendix

FFF3PP Example Projects

1. [Silver Monkey](#) The crazy love-able Furcadia bot every one loves.
2. [Dragon Speak Extended Editor](#) the Precursor to the Monkey Speak Editor included on the Silver Monkey package

Resource Links

These are resource links that were used in the development of this library. We are not necessarily affiliated with any of these entities.

- [BugTraq on TsProjects](#) Our Bug tracking software.
- [Furcadia Forums: Third Party Development](#) Original topic thread for this project.
- [Furcadia Frame Work on Codeplex](#) Original development site for this project (No longer maintained)
- [GitHub site](#) Current repository for this project
- [Furcadia Dev Docs](#) General Information released to the community by Dragon's Eye Productions
- [Furcadia Technical Resources](#) They have the furcadia protocol broken down into its components. The page it self is outdated but none the less still very useful.

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy ctor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Starting a proxy is simple.

C# VB C++ F#

Copy

```
1      using BugProxy.Net;
2      using Furcadia.Net.Options;
3      using Furcadia.Net.Proxy;
4      using System;
5
6      namespace BugConsole
7      {
8          internal class Program
9          {
10             #region Private Fields
11
12             private static ProxySession proxy;
13             private static ProxySessionOptions F
14
15             #endregion Private Fields
16
17             #region Private Methods
18
19             private static void Main(string[] ar
20             {
21                 while (true)
22                 {
23                     Console.WriteLine("type connect wher
24                     string cmd = Console.ReadLine();
25
26                     if (cmd.ToLower() == "connect")
27                     {
28                         if (proxy is null)
29                         {
```

```

30         ProxyOptions = new ProxySessionOptions();
31         proxy = new ProxySession(ProxyOptions);
32         proxy.ClientData2 += onClientDataReceived;
33         proxy.ServerData2 += onServerDataReceived;
34         // We need a Character.ini file to write to
35         proxy.Connect();
36     }
37     else if (!proxy.IsServerConnected)
38     {
39         proxy.Connect();
40     }
41 }
42 }
43 }
44
45     static private void onClientDataReceived
46     {
47         Console.WriteLine("C>: " + data);
48         proxy.SendToServer(data);
49     }
50
51     static private void onServerDataReceived
52     {
53         Console.WriteLine("S>: " + data);
54         proxy.SendToClient(data);
55     }
56
57     #endregion Private Methods
58 }
59 }

```

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySession

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

ProxySession Class Example

C#

[Copy](#)

```
1  using BugProxy.Net;
2  using Furcadia.Net.Options;
3  using Furcadia.Net.Proxy;
4  using System;
5
6  namespace BugConsole
7  {
8      internal class Program
9      {
10         - #region Private Fields
11
12             private static ProxySession proxy;
13             private static ProxySessionOptions ProxyOptions;
14
15         - #endregion Private Fields
16
17         - #region Private Methods
18
19             private static void Main(string[] args)
20             {
21                 while (true)
22                 {
23                     Console.WriteLine("type connect when ready");
24                     string cmd = Console.ReadLine();
25
26                     if (cmd.ToLower() == "connect")
```

```

27 {
28 if (proxy is null)
29 {
30 ProxyOptions = new ProxySessionOptions();
31 proxy = new ProxySession(ProxyOptions);
32 proxy.ClientData2 += onClientDataReceived;
33 proxy.ServerData2 += onServerDataReceived;
34 // We need a Character.ini file to work with -Ge
35 proxy.Connect();
36 }
37 else if (!proxy.IsServerConnected)
38 {
39 proxy.Connect();
40 }
41 }
42 }
43 }
44
45 static private void onClientDataReceived(string
46 {
47 Console.WriteLine("C>: " + data);
48 proxy.SendToServer(data);
49 }
50
51 static private void onServerDataReceived(string
52 {
53 Console.WriteLine("S>: " + data);
54 proxy.SendToClient(data);
55 }
56
57 #endregion Private Methods
58 }
59 }

```

Send comments on this topic to [Lead Developer Gerolkae](#)



FFF3PP Reference

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Reference material

Stuff like Furcadia Channels as understood by furcadia framework

Add one or more sections with content

See Also

Other Resources

[BugTraq \(Bug Reports\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia Text Channels

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia Specifications

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dragons Eye Productions is swapped with updating the software that they openly neglect to document stuff for the community. As a result many players have posted what they know and that information is scattered across the internet. Much of that stuff is old and out dated.

This documentation is an attempt to fill the void of documentation and update what we can to current standards and bring stuff together in one area.

None of the Source code we have is official from Dragons Eye Productions and catnip Studios. It's all derived from documentation already on the Internet or from people like us asking about how things work.

Optional section title

Add one or more sections with content

See Also

Other Resources

[Official Furcadia Dev Docs](#)

[Official Furcadia Knowledge Base](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Modern Color-Code

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

See Also

Reference

[ColorString](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia Terms

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Group #1

Group #1

A|B|C|D|E|F|G|H|I|J|K|L|M|N|O|P|Q|R|S|T|U|V|W|X|Y|Z

F

Furcadia Name String

Character names consist of 2-64 Alpha-Numeric Characters

Send comments on this topic to [Lead Developer Gerolkae](#)



Server To Client Instructions (Game Server)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Server to Client Instructions \(Furcadia V31\)](#)

Server to Client Instructions (Furcadia V31)

A | B | C | [D](#) | E | F | G | H | I | J | K | L | M | N | O | [P](#) | Q | R | [S](#) | T | U | V | W | X | Y | Z

]- Prefix Text[*], Prefix the following text line

This instruction is commonly used in its two forms:]-#A and]-#B that prepend a specitag/beekin badge to the next text line shown by the instruction.

In essence, this instruction can pretty much prepend any desired string to the next text line if specified.

Credits:

[Furcadia Technical Resources](#)

See Also: [Prefix Specitag](#), [Prefix With Beekin Badge](#)

]-#BLast byte of badge tag[1], Prefix With Beekin Badge

This instruction is used with the text output instruction to display a specitag of whoever sent the following message. It is a sub-instruction to]-.

Credits:

[Furcadia Technical Resources](#)

See Also: [Prefix Specitag](#), [Prefix the following text line](#)

D

(Text, Display Text

Formatted text to display in the chatbox (markup and tags like #SA included)

Credits:

[Furcadia Technical Resources](#)

P

]-#AColors[14 - 30], Prefix Specitag

This instruction is used with the text output instruction to display a specitag of whoever sent the following message. It is a sub-instruction to]-.

Credits:

[Furcadia Technical Resources](#)

See Also: [Prefix the following text line](#), [Prefix With Beekin Badge](#)

S

<, Spawn Avatar (Furcadia 0.27c)

< User ID[4]Position X[2]Position Y[2]Avatar Shape #[2]Name[3 - 65]Partial Color Code[10]Flags[1]AFK Time[4]

Visually spawns an avatar at the target coordinates and updates the user list accordingly, depending on flags. The Flags[1] set is zero, or any combination of the following flags:

CHAR_FLAG_HAS_PROFILE = 1 (Character has an online profile - NOT YET [2009] IN USE)

CHAR_FLAG_SET_VISIBLE = 2

CHAR_FLAG_NEW_AVATAR = 4 (Avatar has just entered the dream)

The AFK Time[4] argument is the time in seconds since the character was set as being AFK.

CHAR_FLAG_NEW_AVATAR + CHAR_FLAG_SET_VISIBLE = 6 = 'b220

When a furre joins a dream, They're new and visible by default. The visible flag can be changed by Dragon speak later on. Poxsibly with local species 0.

CHAR_FLAG_NEW_AVATAR will never appear by itself, It'll always be accompnied by another flag.

Credits

[Furcadia Dev Docs \(Furcadia v23\)](#)

[Furcadia Dev Docs \(Furcadia v27\)](#)

[Furcadia Technical Resources](#)

See Also:

]S#, SSL/TLS

Secure Socket Layer/ Transport Layer Security

SSL is initiated by the `starttls` command, valid at any point in the connection, but recommended before `connect`/`account`/`token`.

]S0 - SSL is disabled, show the user a warning

]S1 - SSL is enabled, proceed

]S2 - SSL is disabled, do NOT show the user a warning

]S3 - reserved

]S4 - SSL is enabled, but fall back on insecure connection without warning

Send comments on this topic to [Lead Developer Gerolkae](#)



Spawn Avatar (Furcadia v31c)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

< User ID[4]Position X[2]Position Y[2]Direction[1]Pose[1]Name[3 - 65]Partial Color Code[10-30]Flags[1]AFK Time[4]KitterSize[1]]

Optional section title

Spawn Avatar Systax

Name	Type	Size (bytes)	Description
Furre ID	b220 integer	4	Unique User ID
X Coordinate	b220 integer	2	Map X Position
Y Coordinate	b220 integer	2	Map Y Position
Direction	b220 integer	1	Direction the Furre is facing
Pose	b220 integer	1	Furre's Pose. Standing, Laying, Sitting, Walking phase
Name	b220 string	2+	Character name with a b220 prefix indicating string length Please see Furcadia Official Documentation Base 220 for Base 220 Strings
Color Code	b220 integers	11-30	Avatar Color Code in Short Form
Spawn Flags	b220 Integer	1	Kitter Size Character Spawn Flags (Furcadia v31c)

AFK time	b220 Integer	4	Time in seconds
Kitter Size (scale)	b220 Integer	1	Size as a % (number / 100)

See Also

Other Resources

[Character Spawn Flags \(Furcadia v31c\)](#)

[Furcadia Official Documentation Movement](#)

[Furcadia Official Documentation Base 220](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Character Spawn Flags (Furcadia v31c)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Furcadia Spawn Avatar Flags

Name	Decimal	b220 Integer	Binary	Description
CHAR_FLAG_HAS_PROFILE	1	\$	001	(Character has an online profile - NOT YET [2009] IN USE)
CHAR_FLAG_SET_VISIBLE	2	%	010	
CHAR_FLAG_NEW_AVATAR	4	'	100	CHAR_FLAG_NEW_AVATAR + CHAR_FLAG_SET_VISIBLE = 6 = 'b220 When a furre joins a dream, They're new and visible by default. The visible flag can be changed by Dragon speak later on. Poxsibly with local specie 0. CHAR_FLAG_NEW_AVATAR will never appear by itself, It'll allways be accompined by another flag.

See Also

Reference

[SpawnAvatar](#)

Other Resources

[Ice Realm Number Calculator](#)

[Furcadia Technical Resources](#)

Furcadia Official Documentation Base 220

Official Furcadia Docs v27 Movememnt

Official Furcadia Docs v23 Movememnt

Send comments on this topic to [Lead Developer Gerolkae](#)



Join Dream Event

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Join Dream Event

Optional section title

]q Map-Name crc Mode(modern/legacy?)

this instruction triggers the furcadia client to down load the dream data to the temporary dream folder. The Client responds with "vascodagama" when the down load is complete.

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia Markup Language (FML)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Group #1

Group #1

A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z

1

1st term, Other term (if any)

The definition of the term(s)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia Popup Dialogs

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

TODO: Move introduction text here

Popup Dialog Types

Type	Style	Description
0	Ok Only	
1	Ok Only	
2	Ok Only	
3	OK/Cancel	
4	OK/Cancel	
5	OK/Cancel	
6	OK/Cancel	
7	OK/Retry	
8	OK/Retry	
9	OK/Retry	
10	Yes/No	
11	Yes/No	
12	Yes/No	
13	Yes/No	

14	Yes/No/Cancel	
15	Yes/No/Cancel	
16	Yes/No/Cancel	
17	Yes/No/Cancel	

Popup Dialog Button Responses

Response	Type	Description
0	Unknown	
1	Cancel	Same as Clicking the "Cancel" button in the Furcadia Client
2	Ok	Same as Clicking the "Ok" button in the Furcadia Client
3	No	Same as Clicking the "No" button in the Furcadia Client
4	Yes	Same as Clicking the "Yes" button in the Furcadia Client
5	Retry	Same as Clicking the "Retry" button in the Furcadia Client

Send comments on this topic to [Lead Developer Gerolkae](#)



Pounce Speciifications

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Parameter reference

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia File Paths

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia File Paths

These are subject to change. As of Furcadia V31c

Credits:

Author: Artex [Ice Realm \(Furcadia Technical Resources\)](#)

Edited by: Gerolkae

Windows 95/98/98SE/ME FAT/FAT32 File Systems (No longer supported by Furcadia)

Win16/32bit platforms. Path separator is the back-back slash "\" character.

- Install Path: c:\Program Files\Furcadia\
- Personal: c:\My Documents\Furcadia\
- Cache: c:\Program Files\Furcadia\tmp\
c:\Program Files\Furcadia\portraits\
c:\Program Files\Furcadia\maps\

Windows 2k, XP, XPsp1, XPsp2, XPsp3 NTFS File System (No longer supported by Furcadia)

32bit platforms. there is a x64 version of XP. The path separator is the back-back slash "\" character.

- Install path: c:\Program Files\Furcadia\

Windows x64 Platform (XP): c:\Program Files (x86)\Furcadia\

- Personal: c:\Documents and Settings\username\My Documents\Furcadia\
%USERPROFILE%\My Documents\Furcadia\
- Settings: c:\Documents and Settings\username\Local
Settings\Application Data\Dragon's Eye Productions\Furcadia\
Cache: c:\Documents and Settings\All Users\Application Data\Dragon's
Eye Productions\Furcadia\
- %USERPROFILE%\Local Settings\Application Data\Dragon's Eye
Productions\Furcadia\

Windows Vista, 7, 7sp1, 8, 8.1, 10 NTFS File System User With Access Control Lists

- Install path: c:\Program Files\Furcadia\
Windows x64 Platform: c:\Program Files (x86)\Furcadia\
- Personal: c:\Documents and Settings\username\My Documents\Furcadia\
%USERPROFILE%\My Documents\Furcadia\
- Settings: c:\Users\username\AppData\Local\Dragon's Eye
Productions\Furcadia\
- %USERPROFILE%\Local Settings\Application Data\Dragon's Eye
Productions\Furcadia\
- Cache: c:\Documents and Settings\All Users\Application Data\Dragon's
Eye Productions\Furcadia\
%USERPROFILE%\AppData\Local\Dragon's Eye Productions\Furcadia\
- Temporary Files: %PROGRAMDATA%\Dragon's Eye
Productions\Furcadia

C:\ProgramData\Dragon's Eye Productions\Furcadia

Wine (UNIX/Linux/...)

NOTE: The following paths were used by default for the past years. However, due to wine's flexibility, your setup could be different!

Linux is different then Microsoft windows. Windows uses a back slash "\" as a path separator. Linux uses a forward slash "/" as a path separator. Some characters need to be escaped. The Back Slash "\" is the escape character to make special characters usable. Special characters are [space] " ", double-quote ["], single-quote ['], back-tick [``]. The escaped characters look like \" " (thats back slash and a space character).

In recent editions of Microsoft windows, There is the forward-slash "/" character adopted for Linux compatibility. This came out with the .Net Framework for cross system compatibility.

- Install path: ~/.wine/drive_c/Program\ Files/Furcadia/
- Personal: ~/.wine/drive_c/windows/profiles/\$USER/My\ Documents/Furcadia/
- ASSUMING My Documents MAPPED TO \$HOME: ~/Furcadia/
- Settings: ~/.wine/drive_c/windows/profiles/\$USER/Local\ Settings/Application\ Data/Dragon\'s\ Eye\ Productions/Furcadia/
- Cache: ~/.wine/drive_c/windows/profiles/All\ Users/Application\ Data/Dragon\'s\ Eye\ Productions/Furcadia/

See Also

Reference

[Furcadia.IOPaths](#)

Other Resources

[localdir.ini](#)

[DSC File Paths](#)

[Credits: Furcadia Forums](#)

Furcadia Flash install (localdir.ini)

Furcadia Diagnostic Tools

Send comments on this topic to [Lead Developer Gerolkae](#)



localdir.ini

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia allows custome install methods by using localdir.ini. This makes things easy to install furcadia out side the normal Progame Files or Program Files(x86) folders. in thios configuration the Windows registry should remain untouched.

There are two mode of operation. The first is a blank localdir.ini. This configuration resembles the Windows XP and earlier style folders.

Blank localdir.ini

Add one or more sections with content

See Also

Reference

[Furcadia.IOPaths](#)

Other Resources

[Furcadia Flash install \(localdir.ini\)](#)

[Furcadia Diagnostic Tools](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DragonSpeak Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

DragonSpeak Constructor is a script-editting program originally created by Mercenary Enclave Productions. It's overwhelming popularity among dreamweavers and additional features over the original DragonSpeak Editor make it an excellent choice for scripting your creations. Since its creation as a third party tool, DSC has been included in the Furcadia installer as the default DS editor.

See Also

Other Resources

[Official Furcadia DragonSpeak Constructor Tutorial](#)

[DSC Development Thread \(Furcadia Forums\)](#)

[Mercenary Enclave Productions \(DSC's Original Home Page\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DSC Hot Keys

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

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Required introduction

Optional section title

Add one or more sections with content

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DSC File Paths

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Credits:

Author: Gerolkae

Dragon Speak Constructor

User Configuration

%USERPROFILE%\Local Settings\Application Data\MEP\DSConstructor

C:\Users\UserName\AppData\Local\MEP\DSConstructor

Install Path

Windows x86: c:\Program Files\Furcadia\

Windows x64: c:\Program Files (x86)\Furcadia\

DS Template

%USERPROFILE%\My Documents\Furcadia\Templates

c:\Documents and Settings\username\My Documents\Furcadia\Templates

DS Wizard Scripts

%USERPROFILE%\My Documents\Furcadia\Scripts

c:\Documents and Settings\username\My Documents\Furcadia\Scripts

Add one or more sections with content

See Also

Reference

[Furcadia.IOPaths](#)

Other Resources

[Furcadia File Paths](#)

[Furcadia Flash install \(localdir.ini\)](#)

[Furcadia Diagnostic Tools](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Configuration Files

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The configuration for DragonSpeak Constructor is saved in a series of files that are stored in your Furcadia Install Directory. Although DSC was originally developed as a third party application, it was later integrated into the Furcadia installation package.

See Also

Other Resources

[Official Furcadia DragonSpeak Constructor Tutorial](#)

[DSC Development Thread \(Furcadia Forums\)](#)

[Mercenary Enclave Productions \(DSC's Original Home Page\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Keys.ini

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Credits:

Author: Iced

Edited by: Gerolkae

File Elements

[Ver] - Recommend no Change

This section is mostly for its namesake, Versioning. It helps developers sync the DragonSpeak Constructor version up with the Furcadia Client version. When new lines of DS are added to Furcadia, a developer would update this file to include them, and would then want to update the versioning information. Recommended not to change.

[C-General] - Some modification OK

This section determines how your default Untitled document would be set up. You might have noticed that your document has a header, footer, and a default comment area for the author. It also specifies that for a new user, the default DS level is 0 (Cause/Effect). Additional Levels can be added by increasing the number.



H0 = Line 002, the first header line

H1 = Line 003, the second header line, the author line by default

H# = add additional lines by adding additional H tags with Numbers. Useful for customizing the DS file with personal scripts.

InitLineSpaces = Line 004 - Line 009, how many blank lines should be included for a new file

[Levels] – Recommend no Changes

This populates the Levels menu drop down. Numbers correspond to DS lines, which we will see in later sections.

[Indent-Lookup] - Recommend no Changes

Indexing information for Edit -> Fix Indentation. Does not change the # of spaces preceding a line.

[C-Indents] - Some modification OK

Specifies how many spaces should precede a line of DS. When you go to Edit -> Fix Indentation, this is read and lines are spaced accordingly. Modify if you prefer your lines indented in a particular fashion.

[Init-Types] - Recommend no Changes

Specifies what sort of lines exist. Changing these values changes the tab titles, but may cause lines not to load in the toolbox.

See Also

Other Resources

[Iced's Maintained Keys.ini Copy](#)

[Iced's Thread DS Suggestions \(Furcadia Forums\)](#)

[Official Furcadia DragonSpeak Constructor Tutorial](#)

[DSC Development Thread \(Furcadia Forums\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The Dragonspeak Constructor contains several help links to assist in your Dreamweaving endeavours.

Credits:

Author: Iced

File Elements

[URLs] Some modification OK

This section contains a list of online help links that are visible from DSC's Help Menu. Additional links can be added to the menu for your convenience.

[Dragonspeak Reference](#)

[Dragonspeak Parameters](#)

[PhoenixSpeak Alpha Docs](#)

[Walls Reference](#)

[DS Buttons Reference](#)

[String DS Reference](#)

[Furcadia Forums](#)

See Also

Other Resources

[PhoenixSpeak Alpha](#)

[Official Furcadia DragonSpeak Constructor Tutorial](#)

[DSC Development Thread \(Furcadia Forums\)](#)

[Iced's Thread DS Suggestions \(Furcadia Forums\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DSC.ini

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This file can be found at %USERPROFILE%\Local Settings\Application Data\MEP\DSConstructor

[Main]

DSLevel=5

SidebarWidth=185

BaseWidth=140

[FileList]

1=

2=

3=

4=

5=

6=

7=

8=

See Also

Other Resources

[DSC.ini](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FileTypes

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Draconic Magician (DS Wizard) Script format

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Credits:

Authors Lothus Marque & Gerolkae

a joint collaboration project

Optional section title

Add one or more sections with content

See Also

Other Resources

[Furcadia Forums \(DSC Development Thread\)](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DS File

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



DS Template

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

require introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Legacy Material

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

There's a lot of dreams still out there that were built with the legacy tools. The material remains here for compatibility reasons.

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



File Types

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Character.ini

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Character .ini files are legacy files for storing character information. These files are insecure as they contain plain-text passwords, making personal character information available to anyone with access to the files. This login method also requires that you have an .ini file present for all characters on all devices you wish to access Furcadia with. The account system rectifies both of these problems.

It is possible to retrieve existing Character .ini files. For new accounts in the post "The Second Dreaming" era, One needs to establish a "character" based password and then download the Character .ini.

NOTICE: Using ini files will override the Last Logged in Character Costume in [FurEd](#) Team Dragon plans to do away with this system in future Releases.

Credits:

Author: Iced

Edited by: Gerolkae

File Elements



[Colors] - OK to Change

This is your characters color code.

[Name] - Recommend no Changes

This is your characters name. Changing it isn't recommended, as you won't be able to login unless the character has been created and you have a valid

password.

[Password] - Recommend no Changes

This is your characters password in plain text. This is extremely insecure. Your password is visible to everyone who has access to this file.

[Desc] - OK to Change

This is your characters description. It's what other people will see when they click your character.

[Logins] - Recommend no Changes

The number of times you have logged in to this character.

[LastLogin] - Recommend no Changes

A number representing the last time you logged in to this character.

[AutoResponse] - OK to Change

This is a boolean (true/false) field that states if you will automatically reply to whispers with the configured [AutoResponseMessage].

[AutoResponseMessage] - OK to Change

This is what you will automatically whisper as a reply, regardless of whether you are marked AFK, if you have AutoResponse turned on. Supports keywords.

[AFKTime] - OK to Change

The idle time, in minutes, before your character is marked as being AFK (Away From Keyboard).

[AFKMessage] - OK to Change

This is what you will automatically whisper as a reply if your character has been marked AFK. Supports keywords.

[AFKDescription] - OK to Change

This is your characters description when you have been marked AFK. Supports keywords.

[AFKPortrait] - OK to Change

This is the portrait number that will display when you have been marked AFK.

[AFKPortrait] - OK to Change

This is your default portrait when you login to Furcadia.

[AFKDisconnectTime] - OK to Change

The idle time, in minutes, before your character is disconnected from Furcadia.

See Also

Reference

Character

[ColorString](#)

Other Resources

[FurEd](#)

[Character Password link](#)

[Furcadia Character .ini retrieval service](#)

[Modern Color-Code](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DS File

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

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DS Template

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Modern Mode

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Registry Paths

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Add one or more sections with content

Send comments on this topic to [Lead Developer Gerolkae](#)



Internet Servers

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Required introduction

Optional section title

Game Server

File Server Old

File Server New

Web Server

Account Login Server/API

Send comments on this topic to [Lead Developer Gerolkae](#)



VersionHistory

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The topics in this section describe the various changes made to the [TODO: Project Title] over the life of the project.

Version History

Select a version below to see a description of its changes.

- [Version 2.1.x](#)

See Also

Other Resources

[Welcome to FFF3PP](#)

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Version 2.1.x

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Welcome to the resurrection of Furcadia Frame Work for Third Party Programs. We're hitting the ground running with a massive update. In version 2.1.x we are drastically changing the Proxy and Server Connection systems. The goal is to provide a fully functional engine to aid in Third Party Development for Furcadia.

Our dream is to build the most complete Furcadia SDK (Software Development Kit) for your .Net programming needs.

Version 2.1.x (Back to Basics)

Changes in this Update.

New ProxySession

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia Frame Work SDK

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Namespaces

Namespace	Description
Furcadia.Drawing	
Furcadia.Extensions	
Furcadia.FurcMap	
Furcadia.IO	
Furcadia.Logging	
Furcadia.Movement	
Furcadia.Net	
Furcadia.Text	
Furcadia.Utils	

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Furcadia.Drawing Namespaces

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "G:Furcadia.Drawing"]

Namespaces

Namespace	Description
Furcadia.Drawing	
Furcadia.Drawing.Graphics	

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Drawing Namespace





Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Drawing"]

Classes

	Class	Description
	FurrePosition	Furcadia Isometric Corrdinates
	Helper	
	ViewArea	Visible are a Furre can see
	VisibleArea	Furre Visible area

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Isometric Corrdinates

Inheritance Hierarchy

SystemObject Furcadia.DrawingFurrePosition

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





C# | VB | C++ | F#

[Copy](#)

```
public class FurrePosition
```


The **FurrePosition** type exposes the following members.

Constructors

	Name	Description
	FurrePosition	Initializes a new instance of the FurrePosition class
	FurrePosition(String)	Tak a B220 encoded string representing the x,y coordinates and convert them to Furcadia (X,Y) Coordinates
	FurrePosition(Int32, Int32)	Furre Position using integer Corrdinates
	FurrePosition(String, String)	Furre Position using Base 220 Corrdinates

[Top](#)

Properties

	Name	Description
	X	x coordinate



Y

y coordinate

[Top](#)

Methods

	Name	Description
	Equals	(Overrides ObjectEquals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	(Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	(Overrides ObjectToString.)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Drawing Namespace](#)Send comments on this topic to [Lead Developer Gerolkae](#)







FurrePosition Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	FurrePosition	Initializes a new instance of the FurrePosition class
	FurrePosition(String)	Tak a B220 encoded string representing the x,y coordinates and convert them to Furcadia (X,Y) Coordinates
	FurrePosition(Int32, Int32)	Furre Position using integer Corrdinates
	FurrePosition(String, String)	Furre Position using Base 220 Corrdinates

[Top](#)

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurrePosition](#) class

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurrePosition()
```

See Also

Reference

[FurrePosition Class](#)

[FurrePosition Overload](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Constructor (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Tak a B220 encoded string representing the x,y coordinates and convert them to Furcadia (X,Y) Coordinates

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurrePosition(  
    string b220Encoded  
)
```

Parameters

b220Encoded

Type: **SystemString**

4 byte string

See Also

Reference

[FurrePosition Class](#)

[FurrePosition Overload](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Constructor (Int32, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Position using integer Corrdinates

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurrePosition(  
    int X,  
    int Y  
)
```

Parameters

X

Type: **SystemInt32**
Integer X Coordinate

Y

Type: **SystemInt32**
Integer Y Coordinate

See Also

Reference

[FurrePosition Class](#)

[FurrePosition Overload](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Constructor (String, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Position using Base 220 Corrdinates

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurrePosition(  
    string X,  
    string Y  
)
```

Parameters

X

Type: **SystemString**
Base 220 X Coordinate

Y

Type: **SystemString**
Base 220 Y coordinate

See Also

Reference

[FurrePosition Class](#)

[FurrePosition Overload](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurrePosition](#) type exposes the following members.

Properties

	Name	Description
	X	x coordinate
	Y	y coordinate

[Top](#)

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePositionX Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

x coordinate

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int X { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePositionY Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

y coordinate

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Y { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [FurrePosition](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Overrides ObjectEquals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	(Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToString	(Overrides ObjectToString.)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePositionEquals Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Drawing.FurrePosition.Equals(System.Object)"]

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for
"M:Furcadia.Drawing.FurrePosition.Equals(System.Object)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Drawing.FurrePosition.Equals(System.Object)"]

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePositionGetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Drawing.FurrePosition.GetHashCode"]

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Drawing.FurrePosition.GetHashCode"]

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePositionToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Drawing.FurrePosition.ToString"]

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Drawing.FurrePosition.ToString"]

See Also

Reference

[FurrePosition Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Helper Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Helper"]

Inheritance Hierarchy

SystemObject Furcadia.DrawingHelper

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static class Helper
```

The **Helper** type exposes the following members.

Methods

	Name	Description
	CharToDescTag	Converts a Char to Desc Tag
	ToBitmapArray	

[Top](#)

See Also

Reference

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Helper Methods



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Helper](#) type exposes the following members.

Methods

	Name	Description
	CharToDescTag	Converts a Char to Desc Tag
	ToBitmapArray	

[Top](#)

See Also

Reference

[Helper Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



HelperCharToDescTag Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Converts a Char to Desc Tag

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static int CharToDescTag(  
    char c  
)
```

Parameters

c

Type: **SystemChar**

[Missing <param name="c"/> documentation for
"M:Furcadia.Drawing.Helper.CharToDescTag(System.Char)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Drawing.Helper.CharToDescTag(System.Char)"]

See Also

Reference

[Helper Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



HelperToBitmapArray Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Drawing.Helper.ToBitmapArray(Furcadia.Drawing.Graphics.FurcadiaShapes)"]

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Bitmap[] ToBitmapArray(  
    FurcadiaShapes toConvert  
)
```

Parameters

toConvert

Type: [Furcadia.Drawing.GraphicsFurcadiaShapes](#)

[Missing <param name="toConvert"/> documentation for
"M:Furcadia.Drawing.Helper.ToBitmapArray(Furcadia.Drawing.Graphics.FurcadiaShapes)"]

Return Value

Type: **Bitmap**

[Missing <returns> documentation for
"M:Furcadia.Drawing.Helper.ToBitmapArray(Furcadia.Drawing.Graphics.FurcadiaShapes)"]

See Also

Reference

[Helper Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ViewArea Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Visible are a Furre can see

Inheritance Hierarchy

SystemObject Furcadia.DrawingViewArea

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public class ViewArea
```





The **ViewArea** type exposes the following members.



Constructors

	Name	Description
	ViewArea	Initializes a new instance of the ViewArea class

[Top](#)





Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance.

		(Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






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Fields

	Name	Description
	height	height
	length	length
	X	X Coordinate
	Y	Y Coordinate

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ViewArea Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ViewArea](#) class

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public ViewArea()
```

See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ViewArea Methods







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ViewArea](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

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ViewArea Fields





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ViewArea](#) type exposes the following members.

Fields

	Name	Description
	height	height
	length	length
	X	X Coordinate
	Y	Y Coordinate

[Top](#)

See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

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ViewAreaheight Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

height

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int height
```

Field Value

Type: **Int32**

See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

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ViewAreaLength Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

length

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int length
```

Field Value

Type: **Int32**

See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

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ViewAreaX Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

X Coordinate

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int X
```

Field Value

Type: **Int32**

See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ViewAreaY Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Y Coordinate

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Y
```

Field Value

Type: **Int32**

See Also

Reference

[ViewArea Class](#)

[Furcadia.Drawing Namespace](#)

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VisibleArea Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Visible area

Inheritance Hierarchy

SystemObject Furcadia.DrawingVisibleArea

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static class VisibleArea
```

The **VisibleArea** type exposes the following members.

Methods

	Name	Description
	GetTargetRectFromCenterCoord	Gets the target View area from the center coordinates, This is useful for finding the View area of the Connected Furre
	IsOdd	Integer is Odd

[Top](#)

See Also

Reference

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





VisibleArea Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [VisibleArea](#) type exposes the following members.

Methods

	Name	Description
	GetTargetRectFromCenterCoord	Gets the target View area from the center coordinates, This is useful for finding the View area of the Connected Furre
	IsOdd	Integer is Odd

[Top](#)

See Also

Reference

[VisibleArea Class](#)

[Furcadia.Drawing Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VisibleAreaGetTargetRectFromCenterCoord Method

Furcadia
Framework For
Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the target View area from the center coordinates, This is useful for finding the View area of the Connected Furre

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static ViewArea GetTargetRectFromCenterCoord(  
    int X,  
    int Y  
)
```

Parameters

X

Type: **System.Int32**

[Missing <param name="X"/> documentation for

"M:Furcadia.Drawing.VisibleArea.GetTargetRectFromCenterCoord(System.Int32,System.Int32

Y

Type: **System.Int32**

[Missing <param name="Y"/> documentation for

"M:Furcadia.Drawing.VisibleArea.GetTargetRectFromCenterCoord(System.Int32,System.Int32

Return Value

Type: [ViewArea](#)

[Missing <returns> documentation for

"M:Furcadia.Drawing.VisibleArea.GetTargetRectFromCenterCoord(System.Int32,System.Int32)"]

See Also

Reference

VisibleArea Class

Furcadia.Drawing Namespace

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VisibleAreaIsOdd Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Integer is Odd

Namespace: [Furcadia.Drawing](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool IsOdd(  
    int value  
)
```

Parameters

value

Type: **System.Int32**

[Missing <param name="value"/> documentation for
"M:Furcadia.Drawing.VisibleArea.IsOdd(System.Int32)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Drawing.VisibleArea.IsOdd(System.Int32)"]

See Also

Reference

[VisibleArea Class](#)

[Furcadia.Drawing Namespace](#)

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Furcadia.Drawing.Graphics Namespace






Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.





[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Drawing.Graphics"]




Classes

	Class	Description
	FurcadiaPaletteException	
	FurcadiaShapes	
	FurcadiaShapesException	
	Palette	
	Remapper	Remap colors

Structures

	Structure	Description
	Frame	
	FramePos	
	Shape	
	StepBlock	

Enumerations

	Enumeration	Description
	FrameFrameFormats	
	ShapeShapeFlags	
	StepBlockStepBlockStepTypes	

Send comments on this topic to [Lead Developer Gerolkae](#)



Frame Structure

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.Frame"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





C# | VB | C++ | F#

[Copy](#)

```
public struct Frame
```




The **Frame** type exposes the following members.





Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

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Fields

	Name	Description
	FrameFormat	
	FramePos	
	FurrePos	

	Height	
	ImageData	
	ImageDataSize	
	Width	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

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Frame Methods





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Frame](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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Frame Fields








Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Frame](#) type exposes the following members.

Fields

	Name	Description
	FrameFormat	
	FramePos	
	FurrePos	
	Height	
	ImageData	
	ImageDataSize	
	Width	

[Top](#)

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FrameFrameFormat Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.FrameFormat"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FrameFrameFormats FrameFormat
```

Field Value

Type: [FrameFrameFormats](#)

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FrameFramePos Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.FramePos"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

[Copy](#)

```
public FramePos FramePos
```

Field Value

Type: [FramePos](#)

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FrameFurrePos Field Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.FurrePos"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public FramePos FurrePos
```

Field Value

Type: [FramePos](#)

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FrameHeight Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.Height"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public ushort Height
```

Field Value

Type: **UInt16**

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FrameImageData Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.ImageData"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public byte[] ImageData
```

Field Value

Type: **Byte**

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FrameImageDataSize Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.ImageDataSize"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public uint ImageDataSize
```

Field Value

Type: **UInt32**

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FrameWidth Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.Width"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public ushort Width
```

Field Value

Type: **UInt16**

See Also

Reference

[Frame Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FrameFrameFormats Enumeration

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.Frame.FrameFormats"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[FlagsAttribute]  
public enum FrameFormats
```

Members

	Member name	Value	Description
	Format8Bit	1	
	FormatRGB	2	

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

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FramePos Structure

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.Frame.Pos"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





C# | VB | C++ | F#

[Copy](#)

```
public struct Pos
```



The **FramePos** type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)






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Fields

	Name	Description
	X	
	Y	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

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Pos Methods





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [FramePos](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[FramePos Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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Pos Fields



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FramePos](#) type exposes the following members.

Fields

	Name	Description
	X	
	Y	

[Top](#)

See Also

Reference

[FramePos Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FramePosX Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.Pos.X"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public short X
```

Field Value

Type: **Int16**

See Also

Reference

[FramePos Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FramePosY Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Frame.Pos.Y"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public short Y
```

Field Value

Type: **Int16**

See Also

Reference

[FramePos Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaPaletteException Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.FurcadiaPaletteException"]

Inheritance Hierarchy

SystemObject SystemException

SystemApplicationException

Furcadia.Drawing.GraphicsFurcadiaPaletteException

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


C# VB C++ F#

[Copy](#)

```
public class FurcadiaPaletteException : ApplicationE
```


The **FurcadiaPaletteException** type exposes the following members.








Constructors

	Name	Description
	FurcadiaPaletteException	Initializes a new instance of the FurcadiaPaletteException class

[Top](#)









Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)

	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)






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Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaPaletteException Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaPaletteException](#) class

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaPaletteException(  
    string msg  
)
```

Parameters

msg

Type: **SystemString**

[Missing <param name="msg"/> documentation for

"M:Furcadia.Drawing.Graphics.FurcadiaPaletteException.#ctor(System.String)"]

See Also

Reference

[FurcadiaPaletteException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaPaletteException Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaPaletteException](#) type exposes the following members.

Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

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See Also

Reference

[FurcadiaPaletteException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaPaletteException Methods









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [FurcadiaPaletteException](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[FurcadiaPaletteException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaPaletteException Events


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaPaletteException](#) type exposes the following members.

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

See Also

Reference

[FurcadiaPaletteException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaShapes Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.FurcadiaShapes"]

Inheritance Hierarchy

SystemObject Furcadia.Drawing.GraphicsFurcadiaShapes

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class FurcadiaShapes
```




The **FurcadiaShapes** type exposes the following members.





Constructors

	Name	Description
	FurcadiaShapes	Initializes a new instance of the FurcadiaShapes class

[Top](#)


Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToBitmap	
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	Encryption	
	Generator	
	Header	
	NumShapes	
	Reserved1	
	Reserved2	
	Shapes	
	Version	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapes Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaShapes](#) class

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaShapes(  
    string path  
)
```

Parameters

path

Type: **SystemString**

[Missing <param name="path"/> documentation for
"M:Furcadia.Drawing.Graphics.FurcadiaShapes.#ctor(System.String)"]

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapes Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaShapes](#) type exposes the following members.

Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔗	ToBitmap	
🔗	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
🔗	AsDouble	(Defined by ObjectExtensions .)
🔗	AsInt16	(Defined by ObjectExtensions .)
🔗	AsInt32	(Defined by ObjectExtensions .)
🔗	AsInt64	(Defined by ObjectExtensions .)
🔗	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaShapesToBitmap Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Drawing.Graphics.FurcadiaShapes.ToBitmap(Furcadia.Drawing.Graphics.Frame,Fur

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Bitmap ToBitmap(  
    Frame frame,  
    Palette pal  
)
```

Parameters

frame

Type: [Furcadia.Drawing.GraphicsFrame](#)

[Missing <param name="frame"/> documentation for

"M:Furcadia.Drawing.Graphics.FurcadiaShapes.ToBitmap(Furcadia.Drawing.Graphics.Frame,]

pal

Type: [Furcadia.Drawing.GraphicsPalette](#)

[Missing <param name="pal"/> documentation for

"M:Furcadia.Drawing.Graphics.FurcadiaShapes.ToBitmap(Furcadia.Drawing.Graphics.Frame,]

Return Value

Type: **Bitmap**

[Missing <returns> documentation for

"M:Furcadia.Drawing.Graphics.FurcadiaShapes.ToBitmap(Furcadia.Drawing.Graphics.Frame,Fur

See Also

Reference

[FurcadiaShapes Class](#)

Furcadia.Drawing.Graphics Namespace

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FurcadiaShapes Fields

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaShapes](#) type exposes the following members.

Fields

	Name	Description
	Encryption	
	Generator	
	Header	
	NumShapes	
	Reserved1	
	Reserved2	
	Shapes	
	Version	

[Top](#)

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaShapesEncryption Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Encryption"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Encryption
```

Field Value

Type: **Int32**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaShapesGenerator Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Generator"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Generator
```

Field Value

Type: **Int32**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesHeader Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Header"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string Header
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesNumShapes Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.NumShapes"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int NumShapes
```

Field Value

Type: **Int32**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesReserved1 Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Reserved1"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Reserved1
```

Field Value

Type: **Int32**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaShapesReserved2 Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Reserved2"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Reserved2
```

Field Value

Type: **Int32**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesShapes Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Shapes"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Shape[] Shapes
```

Field Value

Type: [Shape](#)

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesVersion Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.FurcadiaShapes.Version"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Version
```

Field Value

Type: **Int32**

See Also

Reference

[FurcadiaShapes Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesException Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.FurcadiaShapesException"]

Inheritance Hierarchy

SystemObject SystemException

SystemApplicationException

Furcadia.Drawing.GraphicsFurcadiaShapesException

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


C# | VB | C++ | F#

[Copy](#)

```
public class FurcadiaShapesException : ApplicationEx
```


The **FurcadiaShapesException** type exposes the following members.








Constructors

	Name	Description
	FurcadiaShapesException	Initializes a new instance of the FurcadiaShapesException class

[Top](#)









Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)

	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)


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Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)






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Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesException Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaShapesException](#) class

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public FurcadiaShapesException(  
    string msg  
)
```

Parameters

msg

Type: **SystemString**

[Missing <param name="msg"/> documentation for

"M:Furcadia.Drawing.Graphics.FurcadiaShapesException.#ctor(System.String)"]

See Also

Reference

[FurcadiaShapesException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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FurcadiaShapesException Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaShapesException](#) type exposes the following members.

Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

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See Also

Reference

[FurcadiaShapesException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesException Methods









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [FurcadiaShapesException](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[FurcadiaShapesException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaShapesException Events


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaShapesException](#) type exposes the following members.

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

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See Also

Reference

[FurcadiaShapesException Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Palette Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.Palette"]

Inheritance Hierarchy

SystemObject Furcadia.Drawing.GraphicsPalette

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# | VB | C++ | F#

[Copy](#)

```
public class Palette
```


The **Palette** type exposes the following members.

Constructors

	Name	Description
	Palette(String)	Initializes a new instance of the Palette class
	Palette(String, String)	Initializes a new instance of the Palette class

[Top](#)







Properties

	Name	Description
	Default	title261.pcx

[Top](#)


Methods

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

	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






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Fields

	Name	Description
	Colors	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

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Palette Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
≡	Palette(String)	Initializes a new instance of the Palette class
≡	Palette(String, String)	Initializes a new instance of the Palette class

[Top](#)

See Also

Reference

[Palette Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Palette Constructor (String)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Palette](#) class

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Palette(  
    string pcxPath  
)
```

Parameters

pcxPath

Type: **SystemString**

[Missing <param name="pcxPath"/> documentation for
"M:Furcadia.Drawing.Graphics.Palette.#ctor(System.String)"]

See Also

Reference

[Palette Class](#)

[Palette Overload](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Palette Constructor (String, String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Palette](#) class

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Palette(  
    string pcxPath,  
    string fpath  
)
```

Parameters

pcxPath

Type: **SystemString**

[Missing <param name="pcxPath"/> documentation for
"M:Furcadia.Drawing.Graphics.Palette.#ctor(System.String,System.String)"]

fpath

Type: **SystemString**

[Missing <param name="fpath"/> documentation for
"M:Furcadia.Drawing.Graphics.Palette.#ctor(System.String,System.String)"]

See Also

Reference

[Palette Class](#)

[Palette Overload](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkay](#)



Palette Properties


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Palette](#) type exposes the following members.

Properties

	Name	Description
	Default	title261.pcx

[Top](#)

See Also

Reference

[Palette Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PaletteDefault Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

title261.pcx

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Palette Default { get; }
```

Property Value

Type: [Palette](#)

See Also

Reference

[Palette Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Palette Methods







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Palette](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Palette Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Palette Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Palette](#) type exposes the following members.

Fields

	Name	Description
	Colors	

[Top](#)

See Also

Reference

[Palette Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PaletteColors Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Palette.Colors"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public readonly Color[] Colors
```

Field Value

Type: **Color**

See Also

Reference

[Palette Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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Remapper Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Remap colors

Inheritance Hierarchy

SystemObject Furcadia.Drawing.GraphicsRemapper

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


C# | VB | C++ | F#

[Copy](#)

```
public static class Remapper
```





The **Remapper** type exposes the following members.




Methods

	Name	Description
	Remap	

[Top](#)

Fields

	Name	Description
	BadgeRemap	
	BootRemap	
	BracersRemap	
	CapeRemap	
	EyeRemap	

 S	FurRemap	
 S	HairRemap	
 S	MarkingsRemap	
 S	Palette	
 S	PalLoaded	
 S	TrousersRemap	
 S	VestRemap	

[Top](#)

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Remapper Methods


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Remapper](#) type exposes the following members.

Methods

	Name	Description
	Remap	

[Top](#)

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperRemap Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,System

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static Bitmap Remap(  
    byte[] source,  
    int width,  
    int height,  
    string colourcode,  
    int highlight  
)
```

Parameters

source

Type: **SystemByte**

[Missing <param name="source"/> documentation for

"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,Sys

width

Type: **SystemInt32**

[Missing <param name="width"/> documentation for

"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,Sys

height

Type: **SystemInt32**

[Missing <param name="height"/> documentation for

"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,Sys

colourcode

Type: **SystemString**

[Missing <param name="colourcode"/> documentation for
"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,Sys

highlight

Type: **SystemInt32**

[Missing <param name="highlight"/> documentation for
"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,Sys

Return Value

Type: **Bitmap**

[Missing <returns> documentation for
"M:Furcadia.Drawing.Graphics.Remapper.Remap(System.Byte[],System.Int32,System.Int32,System

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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Remapper Fields













Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Remapper](#) type exposes the following members.

Fields

	Name	Description
	BadgeRemap	
	BootRemap	
	BracersRemap	
	CapeRemap	
	EyeRemap	
	FurRemap	
	HairRemap	
	MarkingsRemap	
	Palette	
	PalLoaded	
	TrousersRemap	
	VestRemap	

[Top](#)

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperBadgeRemap Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.Remapper.BadgeRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[] BadgeRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperBootRemap Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.BootRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static byte[][] BootRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemapperBracersRemapField

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.BracersRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[][] BracersRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperCapeRemap Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.Remapper.CapeRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static byte[][] CapeRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemapperEyeRemap Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.EyeRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[] EyeRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperFurRemap Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.FurRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[][] FurRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperHairRemap Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.HairRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[][] HairRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperMarkingsRemapField

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.MarkingsRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[][] MarkingsRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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RemapperPalette Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.Palette"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Color[] Palette
```

Field Value

Type: **Color**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemapperPalLoaded Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.PalLoaded"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool PalLoaded
```

Field Value

Type: **Boolean**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemapperTrousersRemapField

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.TrousersRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static byte[][] TrousersRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemapperVestRemapField

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Remapper.VestRemap"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static byte[][] VestRemap
```

Field Value

Type: **Byte**

See Also

Reference

[Remapper Class](#)

[Furcadia.Drawing.Graphics Namespace](#)

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Shape Structure

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.Shape"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





C# | VB | C++ | F#

[Copy](#)

```
public struct Shape
```




The **Shape** type exposes the following members.




Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)






Fields

	Name	Description
	Flags	
	Frames	
	KitterSpeak	

	NumFrames	
	NumSteps	
	ShapeNum	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Shape Methods





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Shape](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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Shape Fields







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Shape](#) type exposes the following members.

Fields

	Name	Description
	Flags	
	Frames	
	KitterSpeak	
	NumFrames	
	NumSteps	
	ShapeNum	

[Top](#)

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeFlags Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Shape.Flags"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public ShapeShapeFlags Flags
```

Field Value

Type: [ShapeShapeFlags](#)

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeFrames Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Shape.Frames"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Frame[] Frames
```

Field Value

Type: [Frame](#)

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeKitterSpeak Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Shape.KitterSpeak"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public StepBlock[] KitterSpeak
```

Field Value

Type: [StepBlock](#)

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeNumFrames Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Shape.NumFrames"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public ushort NumFrames
```

Field Value

Type: **UInt16**

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeNumSteps Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Shape.NumSteps"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public ushort NumSteps
```

Field Value

Type: **UInt16**

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeShapeNum Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.Shape.ShapeNum"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public short ShapeNum
```

Field Value

Type: **Int16**

See Also

Reference

[Shape Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ShapeShapeFlags Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.Shape.ShapeFlags"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[FlagsAttribute]  
public enum ShapeFlags
```

Members

	Member name	Value	Description
	Walkable	1	
	Gettable	2	
	Sittable	4	

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



StepBlock Structure Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Drawing.Graphics.StepBlock"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





C# | VB | C++ | F#

[Copy](#)

```
public struct StepBlock
```




The **StepBlock** type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)






[Top](#)

Fields

	Name	Description
	CounterMax	
	StepType	
	Value	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



StepBlock Methods





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [StepBlock](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[StepBlock Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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StepBlock Fields




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [StepBlock](#) type exposes the following members.

Fields

	Name	Description
	CounterMax	
	StepType	
	Value	

[Top](#)

See Also

Reference

[StepBlock Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



StepBlockCounterMax Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Drawing.Graphics.StepBlock.CounterMax"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public short CounterMax
```

Field Value

Type: **Int16**

See Also

Reference

[StepBlock Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



StepBlockStepType Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.StepBlock.StepType"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public StepBlockStepBlockStepTypes StepType
```

Field Value

Type: [StepBlockStepBlockStepTypes](#)

See Also

Reference

[StepBlock Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



StepBlockValue Field Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Drawing.Graphics.StepBlock.Value"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public short Value
```

Field Value

Type: **Int16**

See Also

Reference

[StepBlock Structure](#)

[Furcadia.Drawing.Graphics Namespace](#)

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StepBlockStepBlockStepTypes Enumeration

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Drawing.Graphics.StepBlock.StepBlockStepTypes"]

Namespace: [Furcadia.Drawing.Graphics](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public enum StepBlockStepTypes
```

Members

	Member name	Value	Description
	Frame	1	
	Delay	2	
	Loop	3	
	Jump	4	
	PosX	5	
	PosY	6	
	FurreX	7	
	FurreY	8	
	DrawFront	9	
	DrawBehind	10	
	AutoFrameDelay	11	
	Stop	12	
	CameraState	13	

See Also

Reference

[Furcadia.Drawing.Graphics Namespace](#)

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Furcadia.Extensions Namespace



Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Extensions"]

Classes

	Class	Description
	ArrayExtensions	
	ObjectExtensions	

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ArrayExtensions Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Extensions.ArrayExtensions"]

Inheritance Hierarchy

SystemObject Furcadia.ExtensionsArrayExtensions

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42




Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static class ArrayExtensions
```

Methods

	Name	Description
	ToStringT(T, Char)	
	ToStringT(T, String)	
	ToStringK, V(IDictionaryK, V, Char)	

[Top](#)

See Also

Reference

[Furcadia.Extensions Namespace](#)

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ArrayExtensions Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Methods

	Name	Description
	ToStringT(T, Char)	
	ToStringT(T, String)	
	ToStringK, V(IDictionaryK, V, Char)	

[Top](#)

See Also

Reference

[ArrayExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ArrayExtensionsToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒ 	ToStringK, V(IDictionaryK, V, Char)	
⇒ 	ToStringT(T, Char)	
⇒ 	ToStringT(T, String)	

[Top](#)

See Also

Reference

[ArrayExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ArrayExtensionsToStringK, V Method (IDictionaryK, V, Char)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`2(System.Collections.Generic.IDictionary{`0,`1

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string ToString<K, V>(
    this IDictionary<K, V> arr,
    char seperator = ', '
)
```

Parameters

arr

Type: **System.Collections.Generic.IDictionaryK, V**

[Missing <param name="arr"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`2(System.Collections.Generic.IDictionary{`0,`1

seperator (Optional)

Type: **System.Char**

[Missing <param name="seperator"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`2(System.Collections.Generic.IDictionary{`0,`1

Type Parameters

K

[Missing <typeparam name="K"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`2(System.Collections.Generic.IDictionary{`0,`1

V

[Missing <typeparam name="V"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`2(System.Collections.Generic.IDictionary{`0,`1

Return Value

Type: **String**

[Missing <returns> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString``2(System.Collections.Generic.IDictionary{``0,``1})"

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **IDictionary<K, V>**. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ArrayExtensions Class](#)

[ToString Overload](#)

[Furcadia.Extensions Namespace](#)

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ArrayExtensionsToStringT Method (T, Char)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.Char)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string ToString<T>(
    this T[] arr,
    char seperator = ' ',
)
```

Parameters

arr

Type: *T*

[Missing <param name="arr"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.Char)"]

seperator (Optional)

Type: **SystemChar**

[Missing <param name="seperator"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.Char)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.Char)"]

Return Value

Type: **String**

[Missing <returns> documentation for

"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.Char)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ArrayExtensions Class](#)

[ToString Overload](#)

[Furcadia.Extensions Namespace](#)

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ArrayExtensionsToStringT Method (T, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.String)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string ToString<T>(
    this T[] arr,
    string seperator = ", "
)
```

Parameters

arr

Type: *T*

[Missing <param name="arr"/> documentation for
"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.String)"]

seperator (Optional)

Type: **SystemString**

[Missing <param name="seperator"/> documentation for
"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.String)"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Extensions.ArrayExtensions.ToString`1(`0[],System.String)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type . When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ArrayExtensions Class](#)

[ToString Overload](#)

[Furcadia.Extensions Namespace](#)

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ObjectExtensions Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Extensions.ObjectExtensions"]

Inheritance Hierarchy

SystemObject Furcadia.ExtensionsObjectExtensions

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax






C# | VB | C++ | F#

[Copy](#)

```
public static class ObjectExtensions
```

The **ObjectExtensions** type exposes the following members.

Methods

	Name	Description
	AsDouble	
	AsInt16	
	AsInt32	
	AsInt64	
	AsString	

[Top](#)

See Also

Reference

[Furcadia.Extensions Namespace](#)

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ObjectExtensions Methods






Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ObjectExtensions](#) type exposes the following members.

Methods

	Name	Description
	AsDouble	
	AsInt16	
	AsInt32	
	AsInt64	
	AsString	

[Top](#)

See Also

Reference

[ObjectExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ObjectExtensionsAsDouble Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsDouble(System.Object,System.Double)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static double AsDouble(  
    this Object obj,  
    double default = -1  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsDouble(System.Object,System.Double)"]

default (Optional)

Type: **SystemDouble**

[Missing <param name="default"/> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsDouble(System.Object,System.Double)"]

Return Value

Type: **Double**

[Missing <returns> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsDouble(System.Object,System.Double)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **Object**. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ObjectExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ObjectExtensionsAsInt16 Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt16(System.Object,System.Int16)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static short AsInt16(  
    this Object obj,  
    short default = -1  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt16(System.Object,System.Int16)"]

default (Optional)

Type: **SystemInt16**

[Missing <param name="default"/> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt16(System.Object,System.Int16)"]

Return Value

Type: **Int16**

[Missing <returns> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt16(System.Object,System.Int16)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **Object**. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ObjectExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ObjectExtensionsAsInt32 Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt32(System.Object,System.Int32)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static int AsInt32(  
    this Object obj,  
    int default = -1  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt32(System.Object,System.Int32)"]

default (Optional)

Type: **SystemInt32**

[Missing <param name="default"/> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt32(System.Object,System.Int32)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt32(System.Object,System.Int32)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **Object**. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ObjectExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ObjectExtensionsAsInt64 Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt64(System.Object,System.Int64)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static long AsInt64(  
    this Object obj,  
    long default = -1  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt64(System.Object,System.Int64)"]

default (Optional)

Type: **SystemInt64**

[Missing <param name="default"/> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt64(System.Object,System.Int64)"]

Return Value

Type: **Int64**

[Missing <returns> documentation for
"M:Furcadia.Extensions.ObjectExtensions.AsInt64(System.Object,System.Int64)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **Object**. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ObjectExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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ObjectExtensionsAsString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsString(System.Object,System.String)"]

Namespace: [Furcadia.Extensions](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string AsString(  
    this Object obj,  
    string default = null  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsString(System.Object,System.String)"]

default (Optional)

Type: **SystemString**

[Missing <param name="default"/> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsString(System.Object,System.String)"]

Return Value

Type: **String**

[Missing <returns> documentation for

"M:Furcadia.Extensions.ObjectExtensions.AsString(System.Object,System.String)"]

Usage Note

In Visual Basic and C#, you can call this method as an instance method on any object of type **Object**. When you use instance method syntax to call this method, omit the first parameter. For more information, see [Extension Methods \(Visual Basic\)](#) or [Extension Methods \(C# Programming Guide\)](#).

See Also

Reference

[ObjectExtensions Class](#)

[Furcadia.Extensions Namespace](#)

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Furcadia.FurcMap Namespace





Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.FurcMap"]

Classes

	Class	Description
	Map	
	MapPosition	tile data
	MapRating	
	MapTile	Map objects position information

Send comments on this topic to [Lead Developer Gerolkae](#)



Map Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.FurcMap.Map"]

Inheritance Hierarchy

SystemObject Furcadia.FurcMapMap

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class Map
```






The **Map** type exposes the following members.

Constructors

	Name	Description
	Map	Creates a new empty map with the specified width and height

[Top](#)










Properties













	Name	Description
	AllowDreamURL	Allow fures to enter via the Dream URL?
	AllowJoinSummon	Allow Fures to Sommon and join each other in this dream?
	AllowLargeDreamSize	Allow Dream Pack sizes?
	AllowLeadFollow	Allow Lead and Follow commands in the dream?
	AllowShouting	Allow Fures to use the shout channel in the dream?

	EncodeDream	Encrypt the dream?
	EnforceParentalControls	enforce parental controls
	ForceSitting	force sitting ?
	Height	The actual height of the map (READ-ONLY)
	Name	Name of the dream. Dream Title?
	PatchArchive	Link to the Patch archive
	PreventPlayerListing	prevent F4 to see the player list?
	PreventSeasonalAvatars	Allow Seasonal Avatars in the dream?
	PreventTabListing	prevent Tab from showing furre names
	Rating	Dream Rating
	Revision	revision?
	UsePatch	type of dream patch to use
	UseSwearFilter	Swear Filter
	Width	The actual width of the map (READ-ONLY)

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetEffectAt	Get the effect number from a tile
	GetFloorAt	Get the floor number from a tile
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetMapPos	Get a MapPosition object from the position specified by x & y
	GetMapTile	Get a MapTile object from the position specified by x & y
	GetObjectAt	Get the object number from a tile
	GetRegionAt	Get the region number from a tile

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	GetWallAt	Get the wall number from a tile
	 LoadFrom	Loads a map from a file
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Save	Save the map to a file
	SetEffectAt	Set the effect number at a tile specified by x & y
	SetFloorAt	Set the floor number at a tile specified by x and y
	SetObjectAt	Set the object number at a tile specified by x & y
	SetRegionAt	Set the region number at a tile specified by x & y
	SetWallAt	Set the wall number at a tile specified by x & y
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.FurcMap Namespace](#)

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Map Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Creates a new empty map with the specified width and height

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Parameters

width

Type: **SystemInt32**

The width of the map

height

Type: **SystemInt32**

The height of the map

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Map Properties




















Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Map](#) type exposes the following members.

Properties

	Name	Description
	AllowDreamURL	Allow furies to enter via the Dream URL?
	AllowJoinSummon	Allow Furies to Sommon and join each other in this dream?
	AllowLargeDreamSize	Allow Dream Pack sizes?
	AllowLeadFollow	Allow Lead and Follow commands in the dream?
	AllowShouting	Allow Furies to use the shout channel in the dream?
	EncodeDream	Encrypt the dream?
	EnforceParentalControls	enforce parental controls
	ForceSitting	force sitting ?
	Height	The actual height of the map (READ-ONLY)
	Name	Name of the dream. Dream Title?
	PatchArchive	Link to the Patch archive
	PreventPlayerListing	prevent F4 to see the player list?
	PreventSeasonalAvatars	Allow Seasonal Avatars in the dream?
	PreventTabListing	prevent Tab from showing furre names
	Rating	Dream Rating
	Revision	revision?
	UsePatch	type of dream patch to use
	UseSwearFilter	Swear Filter
	Width	The actual width of the map (READ-ONLY)

[Top](#)

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapAllowDreamURL Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow fures to enter via the Dream URL?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapAllowJoinSummon Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow Fures to Sommon and join each other in this dream?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapAllowLargeDreamSize Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow Dream Pack sizes?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapAllowLeadFollow Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow Lead and Follow commands in the dream?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapAllowShouting Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow Fures to use the shout channel in the dream?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapEncodeDream Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Encrypt the dream?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapEnforceParentalControlsProperty

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

enforce parental controls

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapForceSitting Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

force sitting ?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapHeight Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The actual height of the map (READ-ONLY)

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Int32**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapName Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Name of the dream. Dream Title?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **String**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPatchArchive Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Link to the Patch archive

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string PatchArchive { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPreventPlayerListingProperty

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

prevent F4 to see the player list?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPreventSeasonalAvatars Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow Seasonal Avatars in the dream?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPreventTabListing Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

prevent Tab from showing furre names

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapRating Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dream Rating

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Rating { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapRevision Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

revision?

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public int Revision { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapUsePatch Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

type of dream patch to use

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public int UsePatch { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapUseSwearFilter Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Swear Filter

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapWidth Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The actual width of the map (READ-ONLY)

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Int32**

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Map Methods

Furcadia Framework For Third Party Programs


This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Map](#) type exposes the following members.






Methods

	Name	Description
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetEffectAt	Get the effect number from a tile
⇒💎	GetFloorAt	Get the floor number from a tile
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetMapPos	Get a MapPosition object from the position specified by x & y
⇒💎	GetMapTile	Get a MapTile object from the position specified by x & y
⇒💎	GetObjectAt	Get the object number from a tile
⇒💎	GetRegionAt	Get the region number from a tile
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
⇒💎	GetWallAt	Get the wall number from a tile
⇒💎S	LoadFrom	Loads a map from a file
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	Save	Save the map to a file
⇒💎	SetEffectAt	Set the effect number at a tile specified by x & y
⇒💎	SetFloorAt	Set the floor number at a tile specified by x and y
⇒💎	SetObjectAt	Set the object number at a tile specified by x & y
⇒💎	SetRegionAt	Set the region number at a tile specified by x & y
⇒💎	SetWallAt	Set the wall number at a tile specified by x & y

	ToString	Returns a string that represents the current object. (Inherited from Object .)
---	-----------------	--

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetEffectAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get the effect number from a tile

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GetEffectAt(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

Return Value

Type: **Int32**

The effect number

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetFloorAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get the floor number from a tile

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GetFloorAt(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

Return Value

Type: **Int32**

The floor number

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetMapPos Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get a MapPosition object from the position specified by x & y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MapPosition GetMapPos(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**

X Coordinate

y

Type: **SystemInt32**

Y Coordinate

Return Value

Type: [MapPosition](#)

[Missing <returns> documentation for
"M:Furcadia.FurcMap.Map.GetMapPos(System.Int32,System.Int32)"]

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetMapTile Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get a MapTile object from the position specified by x & y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MapTile GetMapTile(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

Return Value

Type: [MapTile](#)
the Tile data

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetObjectAt Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get the object number from a tile

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GetObjectAt(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

Return Value

Type: **Int32**

The object number

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetRegionAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get the region number from a tile

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GetRegionAt(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

Return Value

Type: **Int32**

The region number

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapGetWallAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get the wall number from a tile

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GetWallAt(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

Return Value

Type: **Int32**

The wall number

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapLoadFrom Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Loads a map from a file

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Map LoadFrom(  
    string filename  
)
```

Parameters

filename

Type: **SystemString**

The file to load the map from

Return Value

Type: [Map](#)

The map

Exceptions

Exception	Condition
InvalidDataException	Thrown if the width and height of the map is not known (corrupt file)

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapSave Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Save the map to a file

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool Save(  
    string filename,  
    bool overwrite = true  
)
```

Parameters

filename

Type: **SystemString**

The filename to save to

overwrite (Optional)

Type: **SystemBoolean**

If a file with that name already exist, should we overwrite it?

Return Value

Type: **Boolean**

True if the save was a success, False if not

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapSetEffectAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the effect number at a tile specified by x & y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SetEffectAt(  
    int x,  
    int y,  
    int effectNumber  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

effectNumber

Type: **SystemInt32**

[Missing <param name="effectNumber"/> documentation for
"M:Furcadia.FurcMap.Map.SetEffectAt(System.Int32,System.Int32,System.Int32)"]

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapSetFloorAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the floor number at a tile specified by x and y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SetFloorAt(  
    int x,  
    int y,  
    int floorNumber  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

floorNumber

Type: **SystemInt32**

[Missing <param name="floorNumber"/> documentation for
"M:Furcadia.FurcMap.Map.SetFloorAt(System.Int32,System.Int32,System.Int32)"]

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapSetObjectAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the object number at a tile specified by x & y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SetObjectAt(  
    int x,  
    int y,  
    int objectNumber  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

objectNumber

Type: **SystemInt32**

[Missing <param name="objectNumber"/> documentation for
"M:Furcadia.FurcMap.Map.SetObjectAt(System.Int32,System.Int32,System.Int32)"]

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapSetRegionAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the region number at a tile specified by x & y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SetRegionAt(  
    int x,  
    int y,  
    int regionNumber  
)
```

Parameters

x

Type: **SystemInt32**
x coordinate

y

Type: **SystemInt32**
Y coordinate

regionNumber

Type: **SystemInt32**

[Missing <param name="regionNumber"/> documentation for
"M:Furcadia.FurcMap.Map.SetRegionAt(System.Int32,System.Int32,System.Int32)"]

See Also

Reference

[Map Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapSetWallAt Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the wall number at a tile specified by x & y

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public void SetWallAt(  
    int x,  
    int y,  
    int wallNumber  
)
```

Parameters

x

Type: **SystemInt32**

x coordinate

y

Type: **SystemInt32**

[Missing <param name="y"/> documentation for

"M:Furcadia.FurcMap.Map.SetWallAt(System.Int32,System.Int32,System.Int32)"]

wallNumber

Type: **SystemInt32**

[Missing <param name="wallNumber"/> documentation for

"M:Furcadia.FurcMap.Map.SetWallAt(System.Int32,System.Int32,System.Int32)"]

See Also

Reference

[Map Class](#)

Furcadia.FurcMap Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPosition Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

tile data

Inheritance Hierarchy

SystemObject Furcadia.FurcMapMapPosition

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(true)]  
public class MapPosition
```

The **MapPosition** type exposes the following members.





Constructors

	Name	Description
🔗	MapPosition(Int32, Int32)	Initializes a new instance of the MapPosition class
🔗	MapPosition(Int32, Int32, Map)	Initializes a new instance of the MapPosition class

[Top](#)








Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






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Fields

	Name	Description
	effectNumber	objects
	floorNumber	objects
	objectNumber	objects
	regionNumber	objects
	wallNumber	objects
	x	Coordinates
	y	Coordinates

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

Furcadia.FurcMap Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPosition Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒	MapPosition(Int32, Int32)	Initializes a new instance of the MapPosition class
⇒	MapPosition(Int32, Int32, Map)	Initializes a new instance of the MapPosition class

[Top](#)

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPosition Constructor (Int32, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [MapPosition](#) class

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MapPosition(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**

[Missing <param name="x"/> documentation for
"M:Furcadia.FurcMap.MapPosition.#ctor(System.Int32,System.Int32)"]

y

Type: **SystemInt32**

[Missing <param name="y"/> documentation for
"M:Furcadia.FurcMap.MapPosition.#ctor(System.Int32,System.Int32)"]

See Also

Reference

[MapPosition Class](#)

[MapPosition Overload](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPosition Constructor (Int32, Int32, Map)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [MapPosition](#) class

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MapPosition(  
    int x,  
    int y,  
    Map map  
)
```

Parameters

x

Type: **SystemInt32**

[Missing <param name="x"/> documentation for

"M:Furcadia.FurcMap.MapPosition.#ctor(System.Int32,System.Int32,Furcadia.FurcMap.Map)"]

y

Type: **SystemInt32**

[Missing <param name="y"/> documentation for

"M:Furcadia.FurcMap.MapPosition.#ctor(System.Int32,System.Int32,Furcadia.FurcMap.Map)"]

map

Type: [Furcadia.FurcMapMap](#)

[Missing <param name="map"/> documentation for

"M:Furcadia.FurcMap.MapPosition.#ctor(System.Int32,System.Int32,Furcadia.FurcMap.Map)"]

See Also

Reference

[MapPosition Class](#)

MapPosition Overload

Furcadia.FurcMap Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPosition Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MapPosition](#) type exposes the following members.

Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔗	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
🔗	AsDouble	(Defined by ObjectExtensions .)
🔗	AsInt16	(Defined by ObjectExtensions .)
🔗	AsInt32	(Defined by ObjectExtensions .)
🔗	AsInt64	(Defined by ObjectExtensions .)
🔗	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

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MapPosition Fields








Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MapPosition](#) type exposes the following members.

Fields

	Name	Description
	effectNumber	objects
	floorNumber	objects
	objectNumber	objects
	regionNumber	objects
	wallNumber	objects
	x	Coordinates
	y	Coordinates

[Top](#)

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPositioneffectNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

objects

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int effectNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPositionfloorNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

objects

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int floorNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapPositionobjectNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

objects

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int objectNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

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MapPositionregionNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

objects

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int regionNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

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MapPositionwallNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

objects

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int wallNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

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MapPositionx Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Coordinates

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int x
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

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MapPositiony Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Coordinates

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int y
```

Field Value

Type: **Int32**

See Also

Reference

[MapPosition Class](#)

[Furcadia.FurcMap Namespace](#)

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MapRating Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.FurcMap.MapRating"]

Inheritance Hierarchy

SystemObject Furcadia.FurcMapMapRating

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax







[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static class MapRating
```

The **MapRating** type exposes the following members.

Fields

	Name	Description
 S	Adult	
 S	AdultOnly	
 S	AOClean	
 S	Everyone	
 S	Mature	
 S	Teen	

[Top](#)

See Also

Reference

Furcadia.FurcMap Namespace

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MapRating Fields







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MapRating](#) type exposes the following members.

Fields

	Name	Description
	Adult	
	AdultOnly	
	AOClean	
	Everyone	
	Mature	
	Teen	

[Top](#)

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

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MapRatingAdult Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapRating.Adult"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string Adult = "Adult 18+"
```

Field Value

Type: **String**

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapRatingAdultOnly Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapRating.AdultOnly"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string AdultOnly = "Adults Only"
```

Field Value

Type: **String**

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapRatingAOClean Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapRating.AOClean"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string AOClean = "AOClean"
```

Field Value

Type: **String**

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapRatingEveryone Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapRating.Everyone"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string Everyone = "Everyone"
```

Field Value

Type: **String**

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

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MapRatingMature Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapRating.Mature"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string Mature = "Mature 16+"
```

Field Value

Type: **String**

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapRatingTeen Field Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapRating.Teen"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string Teen = "Teen+"
```

Field Value

Type: **String**

See Also

Reference

[MapRating Class](#)

[Furcadia.FurcMap Namespace](#)

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MapTile Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Map objects position information

Inheritance Hierarchy

SystemObject Furcadia.FurcMapMapTile

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public class MapTile
```

The **MapTile** type exposes the following members.




Constructors

	Name	Description
🔗	MapTile(Int32, Int32)	Initializes a new instance of the MapTile class
🔗	MapTile(Int32, Int32, Map)	Initializes a new instance of the MapTile class

[Top](#)









Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






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Fields

	Name	Description
	effectNumber	
	floorNumber	
	objectNumber	
	regionNumber	
	wallNENumber	
	wallNWNNumber	
	x	
	y	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

Furcadia.FurcMap Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)





MapTile Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	MapTile(Int32, Int32)	Initializes a new instance of the MapTile class
	MapTile(Int32, Int32, Map)	Initializes a new instance of the MapTile class

[Top](#)

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

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MapTile Constructor (Int32, Int32) Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [MapTile](#) class

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MapTile(  
    int x,  
    int y  
)
```

Parameters

x

Type: **SystemInt32**

[Missing <param name="x"/> documentation for
"M:Furcadia.FurcMap.MapTile.#ctor(System.Int32,System.Int32)"]

y

Type: **SystemInt32**

[Missing <param name="y"/> documentation for
"M:Furcadia.FurcMap.MapTile.#ctor(System.Int32,System.Int32)"]

See Also

Reference

[MapTile Class](#)

[MapTile Overload](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTile Constructor (Int32, Int32, Map)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [MapTile](#) class

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MapTile(  
    int x,  
    int y,  
    Map map  
)
```

Parameters

x

Type: **SystemInt32**

[Missing <param name="x"/> documentation for
"M:Furcadia.FurcMap.MapTile.#ctor(System.Int32,System.Int32,Furcadia.FurcMap.Map)"]

y

Type: **SystemInt32**

[Missing <param name="y"/> documentation for
"M:Furcadia.FurcMap.MapTile.#ctor(System.Int32,System.Int32,Furcadia.FurcMap.Map)"]

map

Type: [Furcadia.FurcMapMap](#)

[Missing <param name="map"/> documentation for
"M:Furcadia.FurcMap.MapTile.#ctor(System.Int32,System.Int32,Furcadia.FurcMap.Map)"]

See Also

Reference

[MapTile Class](#)

MapTile Overload

Furcadia.FurcMap Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTile Methods







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [MapTile](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTile Fields









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MapTile](#) type exposes the following members.

Fields

	Name	Description
	effectNumber	
	floorNumber	
	objectNumber	
	regionNumber	
	wallNENumber	
	wallNWNumber	
	x	
	y	

[Top](#)

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTileeffectNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.effectNumber"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int effectNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTilefloorNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.floorNumber"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int floorNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTileobjectNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.objectNumber"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int objectNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTileregionNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.regionNumber"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int regionNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTileWallNENumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.wallNENumber"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int wallNENumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTileWallNWNumber Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.wallNWNumber"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int wallNWNumber
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

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MapTilex Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.x"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int x
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MapTile Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.FurcMap.MapTile.y"]

Namespace: [Furcadia.FurcMap](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int y
```

Field Value

Type: **Int32**

See Also

Reference

[MapTile Class](#)

[Furcadia.FurcMap Namespace](#)

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Furcadia.IO Namespace







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.IO"]

Classes

	Class	Description
	FurcadiaIOException	Desctiption of FurcadiaIOException.
	FurcadiaNotFoundException	Desctiption of FurcadiaNotFoundException.
	IniFile	
	IniFileIniSection	IniSection class
	IniFileIniSectionIniKey	IniKey class
	Paths	<p>This class contains all the paths related to the users furcadia installation.</p> <p>***NOTICE: DO NOT REMOVE***</p> <p>Credits go to Artex for helping me fix Path issues and contributing his code.</p> <p>***NOTICE: DO NOT REMOVE.***</p> <p>Log Header</p> <p>Format: (date,Version) AuthorName, Changes.</p> <p>(Mar 12,2014,0.2.12) Gerolkae, Adapted Paths to work with a Supplied path</p> <p>(June 1, 2016) Gerolkae, Added possible missing Registry Paths for x86/x64 Windows and Mono Support. Wine Support also contains these corrections.</p>

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FurcadiaIOException Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Description of FurcadiaIOException.

Inheritance Hierarchy

SystemObject SystemException

Furcadia.IOFurcadiaIOException

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class FurcadiaIOException : Exception,
    ISerializable
```









The **FurcadiaIOException** type exposes the following members.

Constructors

	Name	Description
	FurcadiaIOException	Initializes a new instance of the FurcadiaIOException class
	FurcadiaIOException(String)	Initializes a new instance of the FurcadiaIOException class
	FurcadiaIOException(SerializationInfo, StreamingContext)	Initializes a new instance of the FurcadiaIOException class
	FurcadiaIOException(String, Exception)	Initializes a new instance of the FurcadiaIOException class







[Top](#)



Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

[Top](#)


Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)

	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)






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Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.IO Namespace](#)

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FurcadiaIOException Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒💜	FurcadiaIOException	Initializes a new instance of the FurcadiaIOException class
⇒💜	FurcadiaIOException(String)	Initializes a new instance of the FurcadiaIOException class
⇒💜💡	FurcadiaIOException(SerializationInfo, StreamingContext)	Initializes a new instance of the FurcadiaIOException class
⇒💜	FurcadiaIOException(String, Exception)	Initializes a new instance of the FurcadiaIOException class

[Top](#)

See Also

Reference

[FurcadiaIOException Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaIOException Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaIOException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaIOException()
```

See Also

Reference

[FurcadiaIOException Class](#)

[FurcadiaIOException Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaIOException Constructor (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaIOException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public FurcadiaIOException(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.IO.FurcadiaIOException.#ctor(System.String)"]

See Also

Reference

[FurcadiaIOException Class](#)

[FurcadiaIOException Overload](#)

[Furcadia.IO Namespace](#)

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FurcadiaIOException Constructor (SerializationInfo, StreamingContext)

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaIOException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
protected FurcadiaIOException(  
    SerializationInfo info,  
    StreamingContext context  
)
```

Parameters

info

Type: **System.Runtime.Serialization.SerializationInfo**

[Missing <param name="info"/> documentation for

"M:Furcadia.IO.FurcadiaIOException.#ctor(System.Runtime.Serialization.SerializationInfo,Sys

context

Type: **System.Runtime.Serialization.StreamingContext**

[Missing <param name="context"/> documentation for

"M:Furcadia.IO.FurcadiaIOException.#ctor(System.Runtime.Serialization.SerializationInfo,Sys

See Also

Reference

[FurcadiaIOException Class](#)

[FurcadiaIOException Overload](#)

[Furcadia.IO Namespace](#)

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FurcadiaIOException Constructor (String, Exception)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaIOException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaIOException(  
    string message,  
    Exception innerException  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.IO.FurcadiaIOException.#ctor(System.String,System.Exception)"]

innerException

Type: **SystemException**

[Missing <param name="innerException"/> documentation for
"M:Furcadia.IO.FurcadiaIOException.#ctor(System.String,System.Exception)"]

See Also

Reference

[FurcadiaIOException Class](#)

[FurcadiaIOException Overload](#)

[Furcadia.IO Namespace](#)

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FurcadiaIOException Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaIOException](#) type exposes the following members.

Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

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See Also

Reference

[FurcadiaIOException Class](#)

[Furcadia.IO Namespace](#)

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FurcadiaIOException Methods









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [FurcadiaIOException](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[FurcadiaIOException Class](#)

[Furcadia.IO Namespace](#)

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FurcadiaIOException Events


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaIOException](#) type exposes the following members.

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

See Also

Reference

[FurcadiaIOException Class](#)

[Furcadia.IO Namespace](#)

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FurcadiaNotFoundException

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Description of FurcadiaNotFoundException.

Inheritance Hierarchy

SystemObject SystemException

Furcadia.IOFurcadiaNotFoundException

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class FurcadiaNotFoundException : Exception,
    ISerializable
```









The **FurcadiaNotFoundException** type exposes the following members.

Constructors

	Name	Description
	FurcadiaNotFoundException	Initializes a new instance of the FurcadiaNotFoundException class
	FurcadiaNotFoundException(String)	Initializes a new instance of the FurcadiaNotFoundException class
	FurcadiaNotFoundException(SerializationInfo, StreamingContext)	Initializes a new instance of the FurcadiaNotFoundException class
	FurcadiaNotFoundException(String, Exception)	Initializes a new instance of the FurcadiaNotFoundException class







[Top](#)



Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

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Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)

	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)






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Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.IO Namespace](#)

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FurcadiaNotFoundException Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒💜	FurcadiaNotFoundException	Initializes a new instance of the FurcadiaNotFoundException class
⇒💜	FurcadiaNotFoundException(String)	Initializes a new instance of the FurcadiaNotFoundException class
⇒💜💡	FurcadiaNotFoundException(SerializationInfo, StreamingContext)	Initializes a new instance of the FurcadiaNotFoundException class
⇒💜	FurcadiaNotFoundException(String, Exception)	Initializes a new instance of the FurcadiaNotFoundException class

[Top](#)

See Also

Reference

[FurcadiaNotFoundException Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaNotFoundException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaNotFoundException()
```

See Also

Reference

[FurcadiaNotFoundException Class](#)

[FurcadiaNotFoundException Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Constructor (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaNotFoundException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaNotFoundException(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.IO.FurcadiaNotFoundException.#ctor(System.String)"]

See Also

Reference

[FurcadiaNotFoundException Class](#)

[FurcadiaNotFoundException Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Constructor (SerializationInfo, StreamingContext)

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaNotFoundException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected FurcadiaNotFoundException(  
    SerializationInfo info,  
    StreamingContext context  
)
```

Parameters

info

Type: **System.Runtime.Serialization.SerializationInfo**

[Missing <param name="info"/> documentation for

"M:Furcadia.IO.FurcadiaNotFoundException.#ctor(System.Runtime.Serialization.SerializationI

context

Type: **System.Runtime.Serialization.StreamingContext**

[Missing <param name="context"/> documentation for

"M:Furcadia.IO.FurcadiaNotFoundException.#ctor(System.Runtime.Serialization.SerializationI

See Also

Reference

[FurcadiaNotFoundException Class](#)

[FurcadiaNotFoundException Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Constructor (String, Exception)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaNotFoundException](#) class

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaNotFoundException(  
    string message,  
    Exception innerException  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.IO.FurcadiaNotFoundException.#ctor(System.String,System.Exception)"]

innerException

Type: **SystemException**

[Missing <param name="innerException"/> documentation for
"M:Furcadia.IO.FurcadiaNotFoundException.#ctor(System.String,System.Exception)"]

See Also

Reference

[FurcadiaNotFoundException Class](#)

[FurcadiaNotFoundException Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Properties









Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaNotFoundException](#) type exposes the following members.

Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

[Top](#)

See Also

Reference

[FurcadiaNotFoundException Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Methods









Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [FurcadiaNotFoundException](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[FurcadiaNotFoundException Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaNotFoundException Events


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaNotFoundException](#) type exposes the following members.

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

See Also

Reference

[FurcadiaNotFoundException Class](#)

[Furcadia.IO Namespace](#)

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IniFile Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.IO.IniFile"]

Inheritance Hierarchy

SystemObject Furcadia.IOIniFile

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(true)]  
public class IniFile
```



The **IniFile** type exposes the following members.

Constructors

	Name	Description
	IniFile	Initializes a new instance of the IniFile class.

[Top](#)

Properties

	Name	Description
	Code	If a Code section is detected, It's the last section in the ini file and all lines are read into here. this is for DSC systyle wizard scripts
	Sections	Gets the sections.






[Top](#)

Methods

	Name	Description
≡	AddSection	Adds a section to the IniFile object, returns a IniSection object to the new or existing object
≡	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
≡	GetHashCode	Serves as the default hash function. (Inherited from Object .)
≡	GetKeyValue	Gets the key value.
≡	GetSection	Gets the section.
≡	GetType	Gets the Type of the current instance. (Inherited from Object .)
≡	Load	Loads the Reads the data in the ini file into the IniFile object
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
≡	RemoveAllSections	Removes all existing sections, returns true on success
≡	RemoveKey	Remove a key by section name and key name
≡	RemoveSection(String)	Removes a section by its name sSection, returns true on success
≡	RemoveSection(IniFileIniSection)	Removes section by object, returns true on success
≡	RenameKey	Renames an existing key returns true on success, false if the key didn't exist or there was another section with the same sNewKey
≡	RenameSection	Renames an existing section returns true on success, false if the section didn't exist or there was another section with the same sNewSection
≡	Save	Used to save the data back to the file or your choice
≡	SetKeyValue	Sets a KeyValuePair in a certain section
≡	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFile Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [IniFile](#) class.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IniFile()
```

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFile Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IniFile](#) type exposes the following members.

Properties

	Name	Description
	Code	If a Code section is detected, It's the last section in the ini file and all lines are read into here. this is for DSC systyle wizard scripts
	Sections	Gets the sections.

[Top](#)

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileCode Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

If a Code section is detected, It's the last section in the ini file and all lines are read into here.

this is for DSC systyle wizard scripts

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Code { get; }
```

Property Value

Type: **String**

The code.

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileSections Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the sections.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ICollection Sections { get; }
```

Property Value

Type: **ICollection**

The sections.

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFile Methods

Furcadia Framework For Third Party Programs





This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IniFile](#) type exposes the following members.






Methods

	Name	Description
⇒💎	AddSection	Adds a section to the IniFile object, returns a IniSection object to the new or existing object
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetKeyValue	Gets the key value.
⇒💎	GetSection	Gets the section.
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
⇒💎	Load	Loads the Reads the data in the ini file into the IniFile object
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	RemoveAllSections	Removes all existing sections, returns trus on success
⇒💎	RemoveKey	Remove a key by section name and key name
⇒💎	RemoveSection(String)	Removes a section by its name sSection, returns trus on success
⇒💎	RemoveSection(IniFileIniSection)	Removes section by object, returns trus on success
⇒💎	RenameKey	Renames an existing key returns true on success, false if the key didn't exist or there was another section with the same sNewKey

	RenameSection	Renames an existing section returns true on success, false if the section didn't exist or there was another section with the same sNewSection
	Save	Used to save the data back to the file or your choice
	SetKeyValue	Sets a KeyValuePair in a certain section
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

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IniFileAddSection Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Adds a section to the IniFile object, returns a IniSection object to the new or existing object

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IniFileIniSection AddSection(  
    string sSection  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

Return Value

Type: [IniFileIniSection](#)

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.AddSection(System.String)"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileGetKeyValue Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the key value.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetKeyValue(  
    string sSection,  
    string sKey  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

sKey

Type: **SystemString**

The s key.

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.GetKeyValue(System.String,System.String)"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileGetSection Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the section.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IniFileIniSection GetSection(  
    string sSection  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

Return Value

Type: [IniFileIniSection](#)

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.GetSection(System.String)"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileLoad Method Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Loads the Reads the data in the ini file into the IniFile object

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Load(  
    string sFileName,  
    bool bMerge = false  
)
```

Parameters

sFileName

Type: **SystemString**

Name of the s file.

bMerge (Optional)

Type: **SystemBoolean**

if set to **true** [b merge].

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileRemoveAllSections Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes all existing sections, returns true on success

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool RemoveAllSections()
```

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.RemoveAllSections"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileRemoveKey Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Remove a key by section name and key name

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool RemoveKey(  
    string sSection,  
    string sKey  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

sKey

Type: **SystemString**

The s key.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.RemoveKey(System.String,System.String)"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

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IniFileRemoveSection Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	RemoveSection(String)	Removes a section by its name sSection, returns trus on success
	RemoveSection(IniFileIniSection)	Removes section by object, returns trus on success

[Top](#)

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileRemoveSection Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes a section by its name sSection, returns true on success

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool RemoveSection(  
    string sSection  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.RemoveSection(System.String)"]

See Also

Reference

[IniFile Class](#)

[RemoveSection Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileRemoveSection Method (IniFileIniSection)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes section by object, returns true on success

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool RemoveSection(  
    IniFileIniSection Section  
)
```

Parameters

Section

Type: [Furcadia.IOIniFileIniSection](#)

The section.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.RemoveSection(Furcadia.IO.IniFile.IniSection)"]

See Also

Reference

[IniFile Class](#)

[RemoveSection Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileRenameKey Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Renames an existing key returns true on success, false if the key didn't exist or there was another section with the same sNewKey

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool RenameKey(  
    string sSection,  
    string sKey,  
    string sNewKey  
)
```

Parameters

sSection

Type: **SystemString**
The s section.

sKey

Type: **SystemString**
The s key.

sNewKey

Type: **SystemString**
The s new key.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.RenameKey(System.String,System.String,System.String)"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileRenameSection Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Renames an existing section returns true on success, false if the section didn't exist or there was another section with the same sNewSection

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool RenameSection(  
    string sSection,  
    string sNewSection  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

sNewSection

Type: **SystemString**

The s new section.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.RenameSection(System.String,System.String)"]

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileSave Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Used to save the data back to the file or your choice

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Save(  
    string sFileName  
)
```

Parameters

sFileName

Type: **SystemString**

Name of the s file.

See Also

Reference

[IniFile Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileSetKeyValue Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sets a KeyValuePair in a certain section

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool SetKeyValue(  
    string sSection,  
    string sKey,  
    string sValue  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

sKey

Type: **SystemString**

The s key.

sValue

Type: **SystemString**

The s value.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.SetKeyValue(System.String,System.String,System.String)"]

See Also

Reference[IniFile Class](#)[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSection Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

IniSection class

Inheritance Hierarchy

SystemObject Furcadia.IOIniFileIniSection

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class IniSection
```



The **IniFileIniSection** type exposes the following members.

Constructors

	Name	Description
	IniFileIniSection	Constructor so objects are internally managed














[Top](#)

Properties

	Name	Description
	Keys	Returns all the keys in a section
	Name	Returns the section name






[Top](#)

Methods

	Name	Description
	AddKey	Adds a key to the IniSection object, returns a IniKey object to the new or existing object
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetKey	Returns a IniKey object to the key by name, NULL if it was not found
	GetName	Returns the section name
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RemoveAllKeys	Removes all the keys in the section
	RemoveKey(String)	Removes all the keys in the section
	RemoveKey(IniFileIniSectionIniKey)	Removes a single key by IniKey object
	SetName	Sets the section name, returns true on success, fails if the section name sSection already exists
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.IO Namespace](#)

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IniFileIniSection Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor so objects are internally managed

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected IniSection(  
    IniFile parent,  
    string sSection  
)
```

Parameters

parent

Type: [Furcadia.IOIniFile](#)

The parent.

sSection

Type: **SystemString**

The s section.

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





IniSection Properties Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IniFileIniSection](#) type exposes the following members.

Properties

	Name	Description
	Keys	Returns all the keys in a section
	Name	Returns the section name

[Top](#)

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionKeys Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns all the keys in a section

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ICollection Keys { get; }
```

Property Value

Type: **ICollection**

The keys.

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the section name

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **String**

The name.

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniSection Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [IniFileIniSection](#) type exposes the following members.

Methods

	Name	Description
⇒💎	AddKey	Adds a key to the IniSection object, returns a IniKey object to the new or existing object
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetKey	Returns a IniKey object to the key by name, NULL if it was not found
⇒💎	GetName	Returns the section name
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	RemoveAllKeys	Removes all the keys in the section
⇒💎	RemoveKey(String)	Removes all the keys in the section
⇒💎	RemoveKey(IniFileIniSectionIniKey)	Removes a single key by IniKey object
⇒💎	SetName	Sets the section name, returns true on success, fails if the section name sSection already exists
⇒💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionAddKey Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Adds a key to the IniSection object, returns a IniKey object to the new or existing object

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IniFileIniSectionIniKey AddKey(  
    string sKey  
)
```

Parameters

sKey

Type: **SystemString**

The s key.

Return Value

Type: [IniFileIniSectionIniKey](#)

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.IniSection.AddKey(System.String)"]

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionGetKey Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a IniKey object to the key by name, NULL if it was not found

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IniFileIniSectionIniKey GetKey(  
    string sKey  
)
```

Parameters

sKey

Type: **SystemString**

The s key.

Return Value

Type: [IniFileIniSectionIniKey](#)

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.IniSection.GetKey(System.String)"]

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionGetName Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the section name

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetName()
```

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.IniSection.GetName"]

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionRemoveAllKeys Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes all the keys in the section

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool RemoveAllKeys()
```

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.IniSection.RemoveAllKeys"]

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





IniSectionRemoveKey Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	RemoveKey(String)	Removes all the keys in the section
	RemoveKey(IniFileIniSectionIniKey)	Removes a single key by IniKey object

[Top](#)

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionRemoveKey Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes all the keys in the section

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool RemoveKey(  
    string sKey  
)
```

Parameters

sKey

Type: **SystemString**

The s key.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.IniSection.RemoveKey(System.String)"]

See Also

Reference

[IniFileIniSection Class](#)

[RemoveKey Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionRemoveKey Method (IniFileIniSectionIniKey)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes a single key by IniKey object

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool RemoveKey(  
    IniFileIniSectionIniKey Key  
)
```

Parameters

Key

Type: [Furcadia.IOIniFileIniSectionIniKey](#)

The key.

Return Value

Type: **Boolean**

[Missing <returns> documentation for

"M:Furcadia.IO.IniFile.IniSection.RemoveKey(Furcadia.IO.IniFile.IniSection.IniKey)"]

See Also

Reference

[IniFileIniSection Class](#)

[RemoveKey Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionSetName Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sets the section name, returns true on success, fails if the section name sSection already exists

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool SetName(  
    string sSection  
)
```

Parameters

sSection

Type: **SystemString**

The s section.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.IniSection.SetName(System.String)"]

See Also

Reference

[IniFileIniSection Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKey Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

IniKey class

Inheritance Hierarchy

SystemObject Furcadia.IOIniFileIniSectionIniKey

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class IniKey
```



The **IniFileIniSectionIniKey** type exposes the following members.

Constructors

	Name	Description
	IniFileIniSectionIniKey	Constructor so objects are internally managed

[Top](#)

Properties

	Name	Description
	Name	Returns the name of the Key
	Value	Sets or Gets the value of the key

[Top](#)

Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetName	Returns the name of the Key
🔗	GetType	Gets the Type of the current instance. (Inherited from Object .)
🔗	GetValue	Returns the value of the Key
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔗	SetName	Sets the key name Returns true on success, fails if the section name sKey already exists
🔗	SetValue	Sets the value of the key
🔗	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
🔗	AsDouble	(Defined by ObjectExtensions .)
🔗	AsInt16	(Defined by ObjectExtensions .)
🔗	AsInt32	(Defined by ObjectExtensions .)
🔗	AsInt64	(Defined by ObjectExtensions .)
🔗	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKey Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constuctor so objects are internally managed

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected IniKey(  
    IniFileIniSection parent,  
    string sKey  
)
```

Parameters

parent

Type: [Furcadia.IOIniFileIniSection](#)

The parent.

sKey

Type: **SystemString**

The s key.

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniKey Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IniFileIniSectionIniKey](#) type exposes the following members.

Properties

	Name	Description
	Name	Returns the name of the Key
	Value	Sets or Gets the value of the key

[Top](#)

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKeyName Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the name of the Key

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **String**

The name.

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKeyValue Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sets or Gets the value of the key

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Value { get; set; }
```

Property Value

Type: **String**

The value.

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniKey Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IniFileIniSectionIniKey](#) type exposes the following members.



Methods

	Name	Description
⇒💜	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💜	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💜	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💜	GetName	Returns the name of the Key
⇒💜	GetType	Gets the Type of the current instance. (Inherited from Object .)
⇒💜	GetValue	Returns the value of the Key
💡💜	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💜	SetName	Sets the key name Returns true on success, fails if the section name sKey already exists
⇒💜	SetValue	Sets the value of the key
⇒💜	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
💜↓	AsDouble	(Defined by ObjectExtensions .)
💜↓	AsInt16	(Defined by ObjectExtensions .)
💜↓	AsInt32	(Defined by ObjectExtensions .)

	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKeyGetName Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the name of the Key

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetName()
```

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.IniSection.IniKey.GetName"]

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKeyGetValue Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the value of the Key

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetValue()
```

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.IO.IniFile.IniSection.IniKey.GetValue"]

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKeySetName Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sets the key name Returns true on success, fails if the section name sKey already exists

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool SetName(  
    string sKey  
)
```

Parameters

sKey

Type: **SystemString**

The s key.

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.IO.IniFile.IniSection.IniKey.SetName(System.String)"]

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniFileIniSectionIniKeySetValue Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sets the value of the key

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SetValue(  
    string sValue  
)
```

Parameters

sValue

Type: **SystemString**

The s value.

See Also

Reference

[IniFileIniSectionIniKey Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Paths Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This class contains all the paths related to the users furcadia installation.

NOTICE: DO NOT REMOVE

Credits go to Artex for helping me fix Path issues and contributing his code.

NOTICE: DO NOT REMOVE.

Log Header

Format: (date,Version) AuthorName, Changes.

(Mar 12,2014,0.2.12) Gerolkae, Adapted Paths to work with a Supplied path

(June 1, 2016) Gerolkae, Added possible missing Registry Paths for x86/x64 Windows and Mono Support. Wine Support also contains these corrections.

Inheritance Hierarchy

SystemObject Furcadia.IOPaths

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class Paths
```

The **Paths** type exposes the following members.

Constructors

	Name	Description
	Paths	Load Default Furcadia Paths































Paths(String)


Load Paths Based on *path*

[Top](#)

Properties

	Name	Description
	CachePath	Cache path - contains all the Furcadia cache and resides in the global user space. Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia
	CharacterPath	Obsolete. Character file path - contains furcadia.ini files with login information for each character. Default: My Documents\Furcadia\Furcadia Characters\
	DefaultCachePath	c:\Program Data\
	DefaultCharacterPath	Obsolete. Default Character Path
	DefaultDreamsPath	Personal Dreams Folder
	DefaultFurcadiaPath	Default Furcadia install folder - this path is used by default to install Furcadia to. Default: c:\Program Files\Furcadia
	DefaultGlobalMapsPath	Main Maps Default path
	DefaultGlobalSkinsPath	default skins
	DefaultLocalSkinsPath	default local skins
	DefaultLogsPath	Obsolete. default personal log folder
	DefaultPatchPath	Path to the default patch (graphics, sounds, layout) folder used to display Furcadia itself, its tools and environment. Default: c:\Program Files\Furcadia\patches\default
	DefaultPermanentMapsCachePath	Default Main Maps
	DefaultPersonalDataPath	Default Documents\Furcadia
	DefaultPortraitCachePath	Portrait cache
	DefaultScreenshotsPath	Furcadia Screen Shots default folder
	DefaultSettingsPath	User App Data Settings

	DefaultTemporaryDreamsPath	Temporary dreams
	DefaultTemporaryFilesPath	Default Temporary Files
	DefaultTemporaryPatchesPath	Temporary patches
	DefaultWhisperLogsPath	Obsolete. Whisper Logs
	DreamsPath	Dreams path - contains Furcadia dreams made by the player. Default: My Documents\Furcadia\Dreams
	FurcadiaLocaldirPath	Furcadia Localdir path - this path (when explicitly set), indicates the whereabouts of the data files used in Furcadia. If localdir.ini is present in the Furcadia folder, Furcadia.exe will load those files from the specific path and not the regular ones. Default: -NONE-
	FurcadiaPath	Furcadia install path - this path corresponds to the path where Furcadia is installed on the current machine. If Furcadia is not found, this property will be null.
	GlobalMapsPath	Path to the global maps, distributed with Furcadia and loadable during game play in some main dreams. Default: c:\Program Files\Furcadia\maps
	GlobalSkinsPath	Path to the global skins that change Furcadia's graphical layout. They are stored in the Furcadia program files folder. Default: c:\Program Files\Furcadia\skins
	LocaldirPath	LocalDir path - a specific path where all the player-specific and cache data is stored in its classic form. Used mainly to retain the classic path structure or to run Furcadia from a removable disk.
	LocalSkinsPath	Local skins path - contains Furcadia skins used locally by each user. Default: My Documents\Furcadia\Skins
	LogsPath	Obsolete. Logs path - contains session logs for each character and a sub-folder with whisper logs, should Pounce be enabled. Default: My Documents\Furcadia\Logs
	PermanentMapsCachePath	Permanent Maps cache path - contains downloaded main maps such as the festival maps or other DEP-specific customized dreams. Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Permanent Maps

	PersonalDataPath	<p>Personal data path - contains user-specific files such as logs, patches, screen shots and character files.</p> <p>Default: My Documents\Furcadia\</p>
	PortraitCachePath	<p>Portrait cache path - contains downloaded portraits and descTags cache for faster loading and bandwidth optimization.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Portrait Cache</p>
	ScreenshotsPath	<p>Screen shots path - contains screen shot files taken by Furcadia with the CTRL+F1 hotkey. At the time of writing, in PNG format.</p> <p>Default: My Documents\Furcadia\Screenshots</p>
	SettingsPath	<p>Personal settings path - contains all the Furcadia settings for each user that uses it.</p> <p>Default (VISTA+): %USERPROFILE%\Local\AppData\Dragon's Eye Productions\Furcadia</p>
	TemporaryDreamsPath	<p>Temporary dreams path - contains downloaded player dreams for subsequent loading.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Dreams</p>
	TemporaryFilesPath	<p>Temporary files path - contains downloaded and uploaded files that are either used to upload packages or download them for extraction.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Files</p>
	TemporaryPatchesPath	<p>Temporary patch path - contains downloaded temporary patches. This technology is never in use, yet supported, so this folder is always empty.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Patches</p>
	UsingLoclDir	Has LoclDir.ini been detected?
	WhisperLogsPath	<p>Obsolete.</p> <p>Whisper logs path - contains whisper logs for each character whispered, recorded by Pounce with the whisper windows. Default: My Documents\Furcadia\Logs\Whispers</p>

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Methods

	Name	Description
💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
💎	GetDefaultPatchPath	Find the path to the default patch folder on the current machine.
💎	GetFurcadiaInstallPath	Find the path to Furcadia data files currently installed on this system.
💎	GetFurcadiaLocaldirPath	Find the current localdir path where data files would be stored on the current machine.
💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
💎⬇️	AsDouble	(Defined by ObjectExtensions .)
💎⬇️	AsInt16	(Defined by ObjectExtensions .)
💎⬇️	AsInt32	(Defined by ObjectExtensions .)
💎⬇️	AsInt64	(Defined by ObjectExtensions .)
💎⬇️	AsString	(Defined by ObjectExtensions .)

[Top](#)

Remarks

Theory check all known default paths

check localdir.ini

then check each registry hives for active CPU type

Then check each give for default 32bit path(Non wow6432node)

then check Wine variants(C++ Win32 client)

then check Mono Versions for before mentioned(C#? Client)

then check default drive folder paths

If all Fail... Throw [FurcadiaNotFoundException](#) exception

Clients Should check for this error and then ask the user where to manually locate Furccadia

See Also

Reference

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





Paths Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Paths	Load Default Furcadia Paths
	Paths(String)	Load Paths Based on <i>path</i>

[Top](#)

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Paths Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Load Default Furcadia Paths

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Paths()
```

See Also

Reference

[Paths Class](#)

[Paths Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Paths Constructor (String)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Load Paths Based on *path*

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Paths(  
    string path  
)
```

Parameters

path

Type: **SystemString**

Specified directory to look for a nonstandard Furcadia install

See Also

Reference

[Paths Class](#)

[Paths Overload](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Paths Properties

Furcadia Framework For Third Party Programs





This stuff is still in the planning stages. Any questions or Comments are welcome.










[This is preliminary documentation and is subject to change.]

The [Paths](#) type exposes the following members.

Properties

	Name	Description
	CachePath	Cache path - contains all the Furcadia cache and resides in the global user space. Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia
	CharacterPath	Obsolete. Character file path - contains furcadia.ini files with login information for each character. Default: My Documents\Furcadia\Furcadia Characters\
	DefaultCachePath	c:\Program Data\
	DefaultCharacterPath	Obsolete. Default Character Path
	DefaultDreamsPath	Personal Dreams Folder
	DefaultFurcadiaPath	Default Furcadia install folder - this path is used by default to install Furcadia to. Default: c:\Program Files\Furcadia
	DefaultGlobalMapsPath	Main Maps Default path
	DefaultGlobalSkinsPath	default skins
	DefaultLocalSkinsPath	default local skins
	DefaultLogsPath	Obsolete. default personal log folder
	DefaultPatchPath	Path to the default patch (graphics, sounds, layout) folder used to display Furcadia itself, its tools and environment. Default: c:\Program Files\Furcadia\patches\default
	DefaultPermanentMapsCachePath	Default Main Maps

	DefaultPersonalDataPath	Default Documents\Furcadia
	DefaultPortraitCachePath	Portrait cache
	DefaultScreenshotsPath	Furcadia Screen Shots default folder
	DefaultSettingsPath	User App Data Settings
	DefaultTemporaryDreamsPath	Temporary dreams
	DefaultTemporaryFilesPath	Default Temporary Files
	DefaultTemporaryPatchesPath	Temporary patches
	DefaultWhisperLogsPath	Obsolete. Whisper Logs
	DreamsPath	Dreams path - contains Furcadia dreams made by the player. Default: My Documents\Furcadia\Dreams
	FurcadiaLocaldirPath	Furcadia Localdir path - this path (when explicitly set), indicates the whereabouts of the data files used in Furcadia. If localdir.ini is present in the Furcadia folder, Furcadia.exe will load those files from the specific path and not the regular ones. Default: -NONE-
	FurcadiaPath	Furcadia install path - this path corresponds to the path where Furcadia is installed on the current machine. If Furcadia is not found, this property will be null.
	GlobalMapsPath	Path to the global maps, distributed with Furcadia and loadable during game play in some main dreams. Default: c:\Program Files\Furcadia\maps
	GlobalSkinsPath	Path to the global skins that change Furcadia's graphical layout. They are stored in the Furcadia program files folder. Default: c:\Program Files\Furcadia\skins
	LocaldirPath	LocalDir path - a specific path where all the player-specific and cache data is stored in its classic form. Used mainly to retain the classic path structure or to run Furcadia from a removable disk.
	LocalSkinsPath	Local skins path - contains Furcadia skins used locally by each user. Default: My Documents\Furcadia\Skins
	LogsPath	Obsolete. Logs path - contains session logs for each character and a sub-folder with whisper logs, should Pounce be enabled. Default: My Documents\Furcadia\Logs

	PermanentMapsCachePath	<p>Permanent Maps cache path - contains downloaded main maps such as the festival maps or other DEP-specific customized dreams.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Permanent Maps</p>
	PersonalDataPath	<p>Personal data path - contains user-specific files such as logs, patches, screen shots and character files.</p> <p>Default: My Documents\Furcadia\</p>
	PortraitCachePath	<p>Portrait cache path - contains downloaded portraits and desctags cache for faster loading and bandwidth optimization.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Portrait Cache</p>
	ScreenshotsPath	<p>Screen shots path - contains screen shot files taken by Furcadia with the CTRL+F1 hotkey. At the time of writing, in PNG format.</p> <p>Default: My Documents\Furcadia\Screenshots</p>
	SettingsPath	<p>Personal settings path - contains all the Furcadia settings for each user that uses it.</p> <p>Default (VISTA+): %USERPROFILE%\Local\AppData\Dragon's Eye Productions\Furcadia</p>
	TemporaryDreamsPath	<p>Temporary dreams path - contains downloaded player dreams for subsequent loading.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Dreams</p>
	TemporaryFilesPath	<p>Temporary files path - contains downloaded and uploaded files that are either used to upload packages or download them for extraction.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Files</p>
	TemporaryPatchesPath	<p>Temporary patch path - contains downloaded temporary patches. This technology is never in use, yet supported, so this folder is always empty.</p> <p>Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Patches</p>
	UsingLocalDir	Has LocalDir.ini been detected?



[WhisperLogsPath](#)

Obsolete.

Whisper logs path - contains whisper logs for each character whispered, recorded by Pounce with the whisper windows. Default: My Documents\Furcadia\Logs\Whispers

[Top](#)

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsCachePath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Cache path - contains all the Furcadia cache and resides in the global user space.

Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string CachePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsCharacterPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

Character file path - contains furcadia.ini files with login information for each character.

Default: My Documents\Furcadia\Furcadia Characters\

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[ObsoleteAttribute("As of The Second Dreaming, Tis i  
public string CharacterPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultCachePath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

c:\Program Data\

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultCachePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultCharacterPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

Default Character Path

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[ObsoleteAttribute("As of The Second Dreaming, Tis i  
public string DefaultCharacterPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultDreamsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Personal Dreams Folder

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultDreamsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultFurcadiaPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Furcadia install folder - this path is used by default to install Furcadia to.

Default: c:\Program Files\Furcadia

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultFurcadiaPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultGlobalMapsPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Main Maps Default path

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultGlobalMapsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultGlobalSkinsPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

default skins

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultGlobalSkinsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultLocalSkinsPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

default local skins

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultLocalSkinsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultLogsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

default personal log folder

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[ObsoleteAttribute("As of The Second Dreaming, Tis i  
public string DefaultLogsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultPatchPathProperty

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Path to the default patch (graphics, sounds, layout) folder used to display Furcadia itself, its tools and environment.

Default: c:\Program Files\Furcadia\patches\default

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public string DefaultPatchPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultPermanentMapsCachePath Property

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Main Maps

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultPermanentMapsCachePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultPersonalDataPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Documents\Furcadia

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultPersonalDataPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultPortraitCachePath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Portrait cache

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultPortraitCachePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultScreenshotsPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Screen Shots default folder

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultScreenshotsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultSettingsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

User App Data Settings

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultSettingsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultTemporaryDreamsPath Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Temporary dreams

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultTemporaryDreamsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultTemporaryFilePath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Temporary Files

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultTemporaryFilePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultTemporaryPatchesPath Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Temporary patches

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultTemporaryPatchesPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDefaultWhisperLogsPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

Whisper Logs

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[ObsoleteAttribute("As of The Second Dreaming, Tis i  
public string DefaultWhisperLogsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsDreamsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dreams path - contains Furcadia dreams made by the player. Default: My Documents\Furcadia\Dreams

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DreamsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsFurcadiaLocaldirPath Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Localdir path - this path (when explicitly set), indicates the whereabouts of the data files used in Furcadia. If localdir.ini is present in the Furcadia folder, Furcadia.exe will load those files from the specific path and not the regular ones. Default: -NONE-

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string FurcadiaLocaldirPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsFurcadiaPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia install path - this path corresponds to the path where Furcadia is installed on the current machine. If Furcadia is not found, this property will be null.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string FurcadiaPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsGlobalMapsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Path to the global maps, distributed with Furcadia and loadable during game play in some main dreams.

Default: c:\Program Files\Furcadia\maps

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GlobalMapsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsGlobalSkinsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Path to the global skins that change Furcadia's graphical layout. They are stored in the Furcadia program files folder.

Default: c:\Program Files\Furcadia\skins

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GlobalSkinsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsLocaldirPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

LocalDir path - a specific path where all the player-specific and cache data is stored in its classic form. Used mainly to retain the classic path structure or to run Furcadia from a removable disk.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string LocaldirPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsLocalSkinsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Local skins path - contains Furcadia skins used locally by each user.

Default: My Documents\Furcadia\Skins

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string LocalSkinsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsLogsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

Logs path - contains session logs for each character and a sub-folder with whisper logs, should Pounce be enabled.

Default: My Documents\Furcadia\Logs

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[ObsoleteAttribute("As of The Second Dreaming, This is  
public string LogsPath { get; }]
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsPermanentMapsCachePath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Permanent Maps cache path - contains downloaded main maps such as the festival maps or other DEP-specific customized dreams.

Default: %ALLUSERSPROFILE%\Dragon's Eye
Productions\Furcadia\Permanent Maps

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string PermanentMapsCachePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsPersonalDataPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Personal data path - contains user-specific files such as logs, patches, screen shots and character files.

Default: My Documents\Furcadia\

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string PersonalDataPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsPortraitCachePath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Portrait cache path - contains downloaded portraits and desctags cache for faster loading and bandwidth optimization.

Default: %ALLUSERSPROFILE%\Dragon's Eye
Productions\Furcadia\Portrait Cache

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string PortraitCachePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsScreenshotsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Screen shots path - contains screen shot files taken by Furcadia with the CTRL+F1 hotkey. At the time of writing, in PNG format.

Default: My Documents\Furcadia\Screenshots

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string ScreenshotsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsSettingsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Personal settings path - contains all the Furcadia settings for each user that uses it.

Default (VISTA+): %USERPROFILE%\Local\AppData\Dragon's Eye Productions\Furcadia

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string SettingsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsTemporaryDreamsPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Temporary dreams path - contains downloaded player dreams for subsequent loading.

Default: %ALLUSERSPROFILE%\Dragon's Eye
Productions\Furcadia\Temporary Dreams

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string TemporaryDreamsPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsTemporaryFilePathProperty

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Temporary files path - contains downloaded and uploaded files that are either used to upload packages or download them for extraction.

Default: %ALLUSERSPROFILE%\Dragon's Eye Productions\Furcadia\Temporary Files

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string TemporaryFilePath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsTemporaryPatchesPath Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Temporary patch path - contains downloaded temporary patches. This technology is never in use, yet supported, so this folder is always empty.

Default: %ALLUSERSPROFILE%\Dragon's Eye
Productions\Furcadia\Temporary Patches

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string TemporaryPatchesPath { get; }
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsUsingLocaldir Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Has LocalDir.ini been detected?

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool UsingLocaldir { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsWhisperLogsPath Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

Whisper logs path - contains whisper logs for each character whispered, recorded by Pounce with the whisper windows. Default: My Documents\Furcadia\Logs\Whispers

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[ObsoleteAttribute("As of The Second Dreaming, This is  
public string WhisperLogsPath { get; }]
```

Property Value

Type: **String**

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Paths Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Paths](#) type exposes the following members.



Methods

	Name	Description
≡	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
≡	GetDefaultPatchPath	Find the path to the default patch folder on the current machine.
≡	GetFurcadiaInstallPath	Find the path to Furcadia data files currently installed on this system.
≡	GetFurcadiaLocaldirPath	Find the current localdir path where data files would be stored on the current machine.
≡	GetHashCode	Serves as the default hash function. (Inherited from Object .)
≡	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
≡	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
📌	AsDouble	(Defined by ObjectExtensions .)
📌	AsInt16	(Defined by ObjectExtensions .)
📌	AsInt32	(Defined by ObjectExtensions .)

	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsGetDefaultPatchPath Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Find the path to the default patch folder on the current machine.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetDefaultPatchPath()
```

Return Value

Type: **String**

Path to the default patch folder or null if not found.

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsGetFurcadiaInstallPath Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Find the path to Furcadia data files currently installed on this system.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetFurcadiaInstallPath()
```

Return Value

Type: **String**

Path to the Furcadia program folder or null if not found/not installed.

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PathsGetFurcadiaLocaldirPath Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Find the current localdir path where data files would be stored on the current machine.

Namespace: [Furcadia.IO](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetFurcadiaLocaldirPath()
```

Return Value

Type: **String**

Path to the data folder from localdir.ini or null if not found.

See Also

Reference

[Paths Class](#)

[Furcadia.IO Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Logging Namespace





Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.


[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Logging"]

Classes

	Class	Description
	ConsoleLogOutput	
	FileLogger	
	Logger	
	MultiLogOutput	Multi log output


Structures

	Structure	Description
	LogMessage	

Interfaces

	Interface	Description
	ILogOutput	

Enumerations

	Enumeration	Description
	Level	

Send comments on this topic to [Lead Developer Gerolkae](#)



ConsoleLogOutput Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Logging.ConsoleLogOutput"]

Inheritance Hierarchy

SystemObject Furcadia.LoggingConsoleLogOutput

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ConsoleLogOutput : ILogOutput
```




The **ConsoleLogOutput** type exposes the following members.






Constructors

	Name	Description
	ConsoleLogOutput	Initializes a new instance of the ConsoleLogOutput class

[Top](#)






Methods

	Name	Description
	BuildMessage	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Log	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ConsoleLogOutput Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ConsoleLogOutput](#) class

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConsoleLogOutput()
```

See Also

Reference

[ConsoleLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ConsoleLogOutput Methods









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]





The [ConsoleLogOutput](#) type exposes the following members.

Methods

	Name	Description
	BuildMessage	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Log	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)



[AsString](#)

(Defined by [ObjectExtensions.](#))

[Top](#)

See Also

Reference

[ConsoleLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ConsoleLogOutputBuildMessage Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Logging.ConsoleLogOutput.BuildMessage(Furcadia.Logging.LogMessage@)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected LogMessage BuildMessage(  
    ref LogMessage msg  
)
```

Parameters

msg

Type: [Furcadia.LoggingLogMessage](#)

[Missing <param name="msg"/> documentation for

"M:Furcadia.Logging.ConsoleLogOutput.BuildMessage(Furcadia.Logging.LogMessage@)"]

Return Value

Type: [LogMessage](#)

[Missing <returns> documentation for

"M:Furcadia.Logging.ConsoleLogOutput.BuildMessage(Furcadia.Logging.LogMessage@)"]

See Also

Reference

[ConsoleLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ConsoleLogOutputLog Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.ConsoleLogOutput.Log(Furcadia.Logging.LogMessage)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public virtual void Log(  
    LogMessage logMsg  
)
```

Parameters

logMsg

Type: [Furcadia.LoggingLogMessage](#)

[Missing <param name="logMsg"/> documentation for
"M:Furcadia.Logging.ConsoleLogOutput.Log(Furcadia.Logging.LogMessage)"]

Implements

[ILogOutputLog\(LogMessage\)](#)

See Also

Reference

[ConsoleLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FileLogger Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Logging.FileLogger"]

Inheritance Hierarchy

SystemObject Furcadia.LoggingFileLogger

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class FileLogger : ILogOutput
```





The **FileLogger** type exposes the following members.





Constructors

	Name	Description
	FileLogger	Initializes a new instance of the FileLogger class

[Top](#)






Methods

	Name	Description
	BuildMessage	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Log	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FileLogger Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FileLogger](#) class

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FileLogger(  
    Level level = Level.Error  
)
```

Parameters

level (Optional)

Type: [Furcadia.LoggingLevel](#)

[Missing <param name="level"/> documentation for
"M:Furcadia.Logging.FileLogger.#ctor(Furcadia.Logging.Level)"]

See Also

Reference

[FileLogger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)











FileLogger Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [FileLogger](#) type exposes the following members.

Methods

	Name	Description
	BuildMessage	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Log	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[FileLogger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FileLoggerBuildMessage Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.FileLogger.BuildMessage(Furcadia.Logging.LogMessage@)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected LogMessage BuildMessage(  
    ref LogMessage msg  
)
```

Parameters

msg

Type: [Furcadia.LoggingLogMessage](#)

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.FileLogger.BuildMessage(Furcadia.Logging.LogMessage@)"]

Return Value

Type: [LogMessage](#)

[Missing <returns> documentation for
"M:Furcadia.Logging.FileLogger.BuildMessage(Furcadia.Logging.LogMessage@)"]

See Also

Reference

[FileLogger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FileLoggerLog Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.FileLogger.Log(Furcadia.Logging.LogMessage)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Log(  
    LogMessage logMsg  
)
```

Parameters

logMsg

Type: [Furcadia.Logging.LogMessage](#)

[Missing <param name="logMsg"/> documentation for
"M:Furcadia.Logging.FileLogger.Log(Furcadia.Logging.LogMessage)"]

Implements

[ILogOutputLog\(LogMessage\)](#)

See Also

Reference

[FileLogger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ILogOutput Interface Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Logging.ILogOutput"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public interface ILogOutput
```

The **ILogOutput** type exposes the following members.

Methods

	Name	Description
	Log	

[Top](#)

See Also

Reference

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ILogout Methods


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ILogOutput](#) type exposes the following members.

Methods

	Name	Description
	Log	

[Top](#)

See Also

Reference

[ILogOutput Interface](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ILogoutLog Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.ILogout.Log(Furcadia.Logging.LogMessage)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
void Log(  
    LogMessage logMsg  
)
```

Parameters

logMsg

Type: [Furcadia.LoggingLogMessage](#)

[Missing <param name="logMsg"/> documentation for
"M:Furcadia.Logging.ILogout.Log(Furcadia.Logging.LogMessage)"]

See Also

Reference

[ILogout Interface](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Level Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Logging.Level"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public enum Level
```

Members

	Member name	Value	Description
	Info	1	
	Warning	2	
	Error	3	
	Debug	4	

See Also

Reference

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Logger Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Logging.Logger"]

Inheritance Hierarchy

SystemObject Furcadia.LoggingLogger

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax









C# | VB | C++ | F#

[Copy](#)

```
public static class Logger
```

The **Logger** type exposes the following members.

Properties

	Name	Description
	DebugEnabled	
	ErrorEnabled	
	InfoEnabled	
	LogCallingMethod	
	LogOutput	Sets the ILogOutput .
	MessagesExpire	Gets or sets the messages expire time limit. Messages that have expired are removed from history. This property used in conjunction with SuppressSpam = true prevents too much memory from being used over time
	SingleThreaded	Gets or sets a value indicating whether [single threaded].
	SuppressSpam	



WarningEnabled

[Top](#)

Methods

	Name	Description
	Assert(Boolean, String)	
	Assert(FuncBoolean, String)	
	AssertT(Boolean, String)	
	AssertT(FuncBoolean, String)	
	Debug(Object, String)	
	DebugT(Object, String)	
	DisableT	Disables logging for the specified type.
	Error(Object, String)	
	ErrorT(Object, String)	
	Fails(Boolean, String)	
	Fails(FuncBoolean, String)	
	FailsT(Boolean, String)	
	FailsT(FuncBoolean, String)	
	Info(Object, String)	
	InfoT(Object, String)	
	Warn(Object, String)	
	WarnT(Object, String)	

[Top](#)

Events

	Name	Description
	SpamFound	

[Top](#)

See Also

Reference

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Logger Properties








Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Logger](#) type exposes the following members.

Properties

	Name	Description
	DebugEnabled	
	ErrorEnabled	
	InfoEnabled	
	LogCallingMethod	
	LogOutput	Sets the ILogOutput .
	MessagesExpire	Gets or sets the messages expire time limit. Messages that have expired are removed from history. This property used in conjunction with SupressSpam = true prevents too much memory from being used over time
	SingleThreaded	Gets or sets a value indicating whether [single threaded].
	SuppressSpam	
	WarningEnabled	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerDebugEnabled Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.LoggerDebugEnabled"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool DebugEnabled { get; set; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerErrorEnabled Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.Logger.ErrorEnabled"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool ErrorEnabled { get; set; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerInfoEnabled Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.Logger.InfoEnabled"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool InfoEnabled { get; set; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerLogCallingMethod Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.Logger.LogCallingMethod"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool LogCallingMethod { get; set; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerLogOutput Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sets the [ILogOutput](#).

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static ILogOutput LogOutput { get; set; }
```

Property Value

Type: [ILogOutput](#)

Exceptions

Exception	Condition
ArgumentNullException	output

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerMessagesExpire Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the messages expire time limit. Messages that have expired are removed from history. This property used in conjunction with SupressSpam = true prevents too much memory from being used over time

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static TimeSpan MessagesExpire { get; set; }
```

Property Value

Type: **TimeSpan**

The messages expire time limit.

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerSingleThreadedProperty

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets a value indicating whether [single threaded].

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool SingleThreaded { get; set; }
```

Property Value

Type: **Boolean**

true if [single threaded]; otherwise, **false**.

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerSuppressSpam Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.Logger.SuppressSpam"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool SuppressSpam { get; set; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerWarningEnabled Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.Logger.WarningEnabled"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool WarningEnabled { get; set; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Logger Methods


















Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Logger](#) type exposes the following members.

Methods

	Name	Description
⇒  S	Assert(Boolean, String)	
⇒  S	Assert(FuncBoolean, String)	
⇒  S	AssertT(Boolean, String)	
⇒  S	AssertT(FuncBoolean, String)	
⇒  S	Debug(Object, String)	
⇒  S	DebugT(Object, String)	
⇒  S	DisableT	Disables logging for the specified type.
⇒  S	Error(Object, String)	
⇒  S	ErrorT(Object, String)	
⇒  S	Fails(Boolean, String)	
⇒  S	Fails(FuncBoolean, String)	
⇒  S	FailsT(Boolean, String)	
⇒  S	FailsT(FuncBoolean, String)	
⇒  S	Info(Object, String)	
⇒  S	InfoT(Object, String)	
⇒  S	Warn(Object, String)	
⇒  S	WarnT(Object, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)







LoggerAssert Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Assert(Boolean, String)	
	AssertT(Boolean, String)	
	Assert(FuncBoolean, String)	
	AssertT(FuncBoolean, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerAssert Method (Boolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Boolean,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool Assert(  
    bool cond,  
    string failMsg  
)
```

Parameters

cond

Type: **SystemBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Boolean,System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Boolean,System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Boolean,System.String)"]

See Also

Reference

[Logger Class](#)

Assert Overload

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerAssertT Method (Boolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Boolean,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool Assert<T>(
    bool cond,
    string failMsg
)
```

Parameters

cond

Type: **SystemBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Boolean,System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Boolean,System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Boolean,System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Boolean,System.String)"]

See Also

Reference

[Logger Class](#)

[Assert Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerAssert Method (FuncBoolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Func{System.Boolean},System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool Assert(  
    Func<bool> cond,  
    string failMsg  
)
```

Parameters

cond

Type: **SystemFuncBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Func{System.Boolean},System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Func{System.Boolean},System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Assert(System.Func{System.Boolean},System.String)"]

See Also

Reference

[Logger Class](#)

Assert Overload

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerAssertT Method (FuncBoolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Func{System.Boolean},System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool Assert<T>(
    Func<bool> cond,
    string failMsg
)
```

Parameters

cond

Type: **SystemFuncBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Func{System.Boolean},System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Func{System.Boolean},System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Func{System.Boolean},System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Assert`1(System.Func{System.Boolean},System.String)"]

See Also

Reference

[Logger Class](#)

[Assert Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





LoggerDebug Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Debug(Object, String)	
	DebugT(Object, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerDebug Method (Object, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Debug(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Debug(  
    Object msg,  
    [CallerMemberNameAttribute] string memberName  
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Debug(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Debug(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

[Debug Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerDebugT Method (Object, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Debug`1(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Debug<T>(
    Object msg,
    [CallerMemberNameAttribute] string memberName
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Debug`1(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Debug`1(System.Object,System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Debug`1(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

Debug Overload

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerDisableT Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Disables logging for the specified type.

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Disable<T>()
```

Type Parameters

T

the type

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





LoggerError Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Error(Object, String)	
	ErrorT(Object, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerError Method (Object, String)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Error(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Error(  
    Object msg,  
    [CallerMemberNameAttribute] string memberName  
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Error(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Error(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

[Error Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerErrorT Method (Object, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Error`1(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Error<T>(
    Object msg,
    [CallerMemberNameAttribute] string memberName
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Error`1(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Error`1(System.Object,System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Error`1(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

Error Overload

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)







LoggerFails Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Fails(Boolean, String)	
	FailsT(Boolean, String)	
	Fails(FuncBoolean, String)	
	FailsT(FuncBoolean, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerFails Method (Boolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Boolean,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool Fails(  
    bool cond,  
    string failMsg  
)
```

Parameters

cond

Type: **SystemBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Boolean,System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Boolean,System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Boolean,System.String)"]

See Also

Reference

[Logger Class](#)

Fails Overload

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerFailsT Method (Boolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Boolean,System.String)"]

Namespace: Furcadia.Logging

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool Fails<T>(
    bool cond,
    string failMsg
)
```

Parameters

cond

Type: **SystemBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Boolean,System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Boolean,System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Boolean,System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Boolean,System.String)"]

See Also

Reference

[Logger Class](#)

[Fails Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerFails Method (FuncBoolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Func{System.Boolean},System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool Fails(  
    Func<bool> cond,  
    string failMsg  
)
```

Parameters

cond

Type: **SystemFuncBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Func{System.Boolean},System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Func{System.Boolean},System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Fails(System.Func{System.Boolean},System.String)"]

See Also

Reference

[Logger Class](#)

Fails Overload

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerFailsT Method (FuncBoolean, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Func{System.Boolean},System.String)"]

Namespace: Furcadia.Logging

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

Copy

```
public static bool Fails<T>(
    Func<bool> cond,
    string failMsg
)
```

Parameters

cond

Type: **SystemFuncBoolean**

[Missing <param name="cond"/> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Func{System.Boolean},System.String)"]

failMsg

Type: **SystemString**

[Missing <param name="failMsg"/> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Func{System.Boolean},System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Func{System.Boolean},System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Logging.Logger.Fails`1(System.Func{System.Boolean},System.String)"]

See Also

Reference

[Logger Class](#)

[Fails Overload](#)

[Furcadia.Logging Namespace](#)

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LoggerInfo Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Info(Object, String)	
	InfoT(Object, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerInfo Method (Object, String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Info(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Info(  
    Object msg,  
    [CallerMemberNameAttribute] string memberName  
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Info(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Info(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

[Info Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerInfoT Method (Object, String)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Info`1(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Info<T>(
    Object msg,
    [CallerMemberNameAttribute] string memberName
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Info`1(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Info`1(System.Object,System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Info`1(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

Info Overload

Furcadia.Logging Namespace

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LoggerWarn Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Warn(Object, String)	
	WarnT(Object, String)	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerWarn Method (Object, String)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Warn(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static void Warn(  
    Object msg,  
    [CallerMemberNameAttribute] string memberName  
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Warn(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Warn(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

[Warn Overload](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerWarnT Method (Object, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.Logger.Warn`1(System.Object,System.String)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static void Warn<T>(
    Object msg,
    [CallerMemberNameAttribute] string memberName
)
```

Parameters

msg

Type: **System.Object**

[Missing <param name="msg"/> documentation for
"M:Furcadia.Logging.Logger.Warn`1(System.Object,System.String)"]

memberName (Optional)

Type: **System.String**

[Missing <param name="memberName"/> documentation for
"M:Furcadia.Logging.Logger.Warn`1(System.Object,System.String)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Logging.Logger.Warn`1(System.Object,System.String)"]

See Also

Reference

[Logger Class](#)

Warn Overload

Furcadia.Logging Namespace

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Logger Events

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Logger](#) type exposes the following members.

Events

	Name	Description
 S	SpamFound	

[Top](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoggerSpamFound Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "E:Furcadia.Logging.Logger.SpamFound"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static event Action<LogMessage> SpamFound
```

Value

Type: [SystemActionLogMessage](#)

See Also

Reference

[Logger Class](#)

[Furcadia.Logging Namespace](#)

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LogMessage Structure

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Logging.LogMessage"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public struct LogMessage
```




The **LogMessage** type exposes the following members.



Properties

	Name	Description
	IsSpam	
	Level	
	Thread	
	TimeStamp	

[Top](#)


Methods

	Name	Description
	Equals	Determines whether the specified Object , is equal to this instance. (Overrides ValueTypeEquals(Object) .)
	From	
	GetHashCode	Returns a hash code for this instance. (Overrides ValueTypeGetHashCode .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a String that represents this instance. (Overrides ValueTypeToString .)






[Top](#)

Fields

	Name	Description
	message	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessage Properties





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [LogMessage](#) type exposes the following members.

Properties

	Name	Description
	IsSpam	
	Level	
	Thread	
	TimeStamp	

[Top](#)

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageIsSpam Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.LogMessage.IsSpam"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsSpam { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageLevel Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.LogMessage.Level"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Level Level { get; }
```

Property Value

Type: [Level](#)

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageThread Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.LogMessage.Thread"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Thread Thread { get; }
```

Property Value

Type: **Thread**

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageTimeStamp Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.LogMessage.TimeStamp"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DateTime TimeStamp { get; }
```

Property Value

Type: **DateTime**

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

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LogMessage Methods






Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [LogMessage](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object , is equal to this instance. (Overrides ValueTypeEquals(Object).)
	From	
	GetHashCode	Returns a hash code for this instance. (Overrides ValueTypeGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	ToString	Returns a String that represents this instance. (Overrides ValueTypeToString.)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

LogMessage Structure

Furcadia.Logging Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageEquals Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Determines whether the specified **Object**, is equal to this instance.

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **SystemObject**

The **Object** to compare with this instance.

Return Value

Type: **Boolean**

true if the specified **Object** is equal to this instance; otherwise, **false**.

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageFrom Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Logging.LogMessage.From(Furcadia.Logging.Level,System.String,System.TimeSpan)

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static Nullable<LogMessage> From(  
    Level level,  
    string msg,  
    TimeSpan expireDuration  
)
```

Parameters

level

Type: [Furcadia.LoggingLevel](#)

[Missing <param name="level"/> documentation for

"M:Furcadia.Logging.LogMessage.From(Furcadia.Logging.Level,System.String,System.TimeSp

msg

Type: **SystemString**

[Missing <param name="msg"/> documentation for

"M:Furcadia.Logging.LogMessage.From(Furcadia.Logging.Level,System.String,System.TimeSp

expireDuration

Type: **SystemTimeSpan**

[Missing <param name="expireDuration"/> documentation for

"M:Furcadia.Logging.LogMessage.From(Furcadia.Logging.Level,System.String,System.TimeSp

Return Value

Type: **NullableLogMessage**

[Missing <returns> documentation for

"M:Furcadia.Logging.LogMessage.From(Furcadia.Logging.Level,System.String,System.TimeSpan)

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageGetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a hash code for this instance.

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

A hash code for this instance, suitable for use in hashing algorithms and data structures like a hash table.

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessageToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a **String** that represents this instance.

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Return Value

Type: **String**

A **String** that represents this instance.

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessage Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [LogMessage](#) type exposes the following members.

Fields

	Name	Description
	message	

[Top](#)

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LogMessagemessage Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Logging.LogMessage.message"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string message
```

Field Value

Type: **String**

See Also

Reference

[LogMessage Structure](#)

[Furcadia.Logging Namespace](#)

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MultiLogOutput Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Multi log output

Inheritance Hierarchy

SystemObject Furcadia.LoggingMultiLogOutput

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class MultiLogOutput : ILogOutput
```


The **MultiLogOutput** type exposes the following members.

Constructors

	Name	Description
	MultiLogOutput	Initializes a new instance of the MultiLogOutput class

[Top](#)










Properties

	Name	Description
	Outputs	

[Top](#)






Methods

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

	Add	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	Log	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	Remove	
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Logging Namespace](#)

[!:Monkeyspeak.Logging.ILogOutput]

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutput Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [MultiLogOutput](#) class

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MultiLogOutput(  
    params ILogOutput[] outputs  
)
```

Parameters

outputs

Type: [Furcadia.Logging.ILogOutput](#)

[Missing <param name="outputs"/> documentation for
"M:Furcadia.Logging.MultiLogOutput.#ctor(Furcadia.Logging.ILogOutput[])"]

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutput Properties


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MultiLogOutput](#) type exposes the following members.

Properties

	Name	Description
	Outputs	

[Top](#)

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutputOutputs Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Logging.MultiLogOutput.Outputs"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IEnumerable<ILogOutput> Outputs { get; }
```

Property Value

Type: [IEnumerableILogOutput](#)

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutput Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MultiLogOutput](#) type exposes the following members.



Methods

	Name	Description
≡💎	Add	
≡💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
≡💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
≡💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
≡💎	Log	
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
≡💎	Remove	
≡💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
💎↓	AsDouble	(Defined by ObjectExtensions .)
💎↓	AsInt16	(Defined by ObjectExtensions .)
💎↓	AsInt32	(Defined by ObjectExtensions .)

	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutputAdd Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.MultiLogOutput.Add(Furcadia.Logging.ILogOutput[])"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Add(  
    params ILogOutput[] outputs  
)
```

Parameters

outputs

Type: [Furcadia.Logging.ILogOutput](#)

[Missing <param name="outputs"/> documentation for
"M:Furcadia.Logging.MultiLogOutput.Add(Furcadia.Logging.ILogOutput[])"]

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutputLog Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.MultiLogOutput.Log(Furcadia.Logging.LogMessage)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Log(  
    LogMessage logMsg  
)
```

Parameters

logMsg

Type: [Furcadia.LoggingLogMessage](#)

[Missing <param name="logMsg"/> documentation for
"M:Furcadia.Logging.MultiLogOutput.Log(Furcadia.Logging.LogMessage)"]

Implements

[ILogOutputLog\(LogMessage\)](#)

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MultiLogOutputRemove Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Logging.MultiLogOutput.Remove(Furcadia.Logging.ILogOutput)"]

Namespace: [Furcadia.Logging](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Remove(  
    ILogOutput output  
)
```

Parameters

output

Type: [Furcadia.Logging.ILogOutput](#)

[Missing <param name="output"/> documentation for
"M:Furcadia.Logging.MultiLogOutput.Remove(Furcadia.Logging.ILogOutput)"]

See Also

Reference

[MultiLogOutput Class](#)

[Furcadia.Logging Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Movement Namespace



Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Movement"]

Classes

	Class	Description
	CharacterFlags	Furcadia reconmended Material to support thier Protocol Standards
	ColorString	Furcadia (v31) Color string format.

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlags Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia recommended Material to support thier Protocol Standards

Inheritance Hierarchy

SystemObject **Furcadia.MovementCharacterFlags**

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public class CharacterFlags
```

The **CharacterFlags** type exposes the following members.




Constructors

	Name	Description
🔗	CharacterFlags	Build Flags with Base220 string

[Top](#)





Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetType	Gets the Type of the current instance.

		(Inherited from Object .)
	HasFlag	Does the triggering furre have flags set?
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	CHAR_FLAG_HAS_PROFILE	Character has a Web Profile page. As of Furcadia V31 This is not yet used
	CHAR_FLAG_NEW_AVATAR	Shown for new arrivals to the dream
	CHAR_FLAG_NONE	Character has no Flags set
	CHAR_FLAG_SET_VISIBLE	Set Character Visable

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlags Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Build Flags with Base220 string

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public CharacterFlags(  
    char flags  
)
```

Parameters

flags

Type: **SystemChar**

Base220 String

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlags Methods








Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [CharacterFlags](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	HasFlag	Does the triggering furre have flags set?
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlagsHasFlag Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Does the triggering furre have flags set?

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool HasFlag(  
    int FlagToCheck  
)
```

Parameters

FlagToCheck

Type: **SystemInt32**

Any one of the CHAR_FLAG_ set

Return Value

Type: **Boolean**

true if the flag is set

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)







CharacterFlags Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [CharacterFlags](#) type exposes the following members.

Fields

	Name	Description
	CHAR_FLAG_HAS_PROFILE	Character has a Web Profile page. As of Furcadia V31 This is not yet used
	CHAR_FLAG_NEW_AVATAR	Shown for new arrivals to the dream
	CHAR_FLAG_NONE	Character has no Flags set
	CHAR_FLAG_SET_VISIBLE	Set Character Visable

[Top](#)

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlagsCHAR_FLAG_HAS_PROFILEField

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Character has a Web Profile page.

As of Furcadia V31 This is not yet used

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const int CHAR_FLAG_HAS_PROFILE = 1
```

Field Value

Type: **Int32**

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlagsCHAR_FLAG_NEW_AVATAR Field

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Shown for new arrivals to the dream

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const int CHAR_FLAG_NEW_AVATAR = 4
```

Field Value

Type: **Int32**

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlagsCHAR_FLAG_NONE Field

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Character has no Flags set

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const int CHAR_FLAG_NONE = 0
```

Field Value

Type: **Int32**

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterFlagsCHAR_FLAG_SET_VISIBLE Field

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set Character Visable

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const int CHAR_FLAG_SET_VISIBLE = 2
```

Field Value

Type: **Int32**

See Also

Reference

[CharacterFlags Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorString Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia (v31) Color string format.

Inheritance Hierarchy

SystemObject Furcadia.MovementColorString

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# | VB | C++ | F#

[Copy](#)

```
public class ColorString
```




The **ColorString** type exposes the following members.

Constructors

	Name	Description
	ColorString	Default Construtor
	ColorString(String)	Constructor with Base220 encoded ColorStrinhg

[Top](#)








Properties

	Name	Description
	Accent	Acccent
	Avatar	Avatar
	Badge	Badge Color
	Boots	Boots Color

	Bracers	Bracers color
	Cape	cape color
	Eye	Eye color
	Fur	Fur color
	Gender	Avatar Gender
	Hair	Hair color
	Length	ColorString String Lengeth
	Markings	Markings color
	Species	Avatar Species
	Trousers	Trousers color
	Vest	/Vest Color
	Wings	Wings


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Output the Base220 encoded color string (Overrides ObjectToString .)
	Update	Update the Furre's color-code






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Fields

	Name	Description
	ColorStringSize	wide format ("w") String size

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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Remarks

This is derived content from the Furcadia Dev Docs and Furcadia Technical Resources

Update 23 Avatar Moement

http://dev.furcadia.com/docs/023_new_movement.pdf

Update 27 Movement http://dev.furcadia.com/docs/027_movement.html

FTR <http://ftr.icerealm.org/ref-instructions/>

See Also

Reference

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorString Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
≡	ColorString	Default Construtor
≡	ColorString(String)	Constructor with Base220 encoded ColorStrinhg

[Top](#)

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorString Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Construtor

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ColorString()
```

See Also

Reference

[ColorString Class](#)

[ColorString Overload](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorString Constructor (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor with [Base220](#) encoded ColorStrinhg

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ColorString(  
    string Colors  
)
```

Parameters

Colors

Type: **SystemString**

Color String in legacy "t" format or new "w" format

See Also

Reference

[ColorString Class](#)

[ColorString Overload](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorString Properties

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ColorString](#) type exposes the following members.

Properties

	Name	Description
	Accent	Acccent
	Avatar	Avatar
	Badge	Badge Color
	Boots	Boots Color
	Bracers	Bracers color
	Cape	cape color
	Eye	Eye color
	Fur	Fur color
	Gender	Avatar Gender
	Hair	Hair color
	Length	ColorString String Lengeth
	Markings	Markings color
	Species	Avatar Species
	Trousers	Trousers color
	Vest	/Vest Color
	Wings	Wings

[Top](#)

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringAccent Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Accent

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Accent { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringAvatar Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Avatar

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Avatar { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringBadge Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Badge Color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public int Badge { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringBoots Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Boots Color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public int Boots { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringBracers Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Bracers color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public int Bracers { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringCape Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

cape color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Cape { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringEye Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Eye color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Eye { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringFur Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Fur color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Fur { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringGender Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Avatar Gender

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Gender { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringHair Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Hair color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Hair { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringLength Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

ColorString String Lengeth

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Length { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringMarkings Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Markings color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public int Markings { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringSpecies Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Avatar Species

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Species { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringTrousers Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Trousers color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Trousers { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringVest Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

/Vest Color

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Vest { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringWings Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Wings

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Wings { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)










ColorString Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ColorString](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Output the Base220 encoded color string (Overrides ObjectToString .)
	Update	Update the Furre's color-code

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Output the Base220 encoded color string

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Return Value

Type: **String**

Furcadia color-string in modern "w" format

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringUpdate Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Update the Furre's color-code

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Update(  
    string Colors  
)
```

Parameters

Colors

Type: **SystemString**
Partial Color String

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorString Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ColorString](#) type exposes the following members.

Fields

	Name	Description
	ColorStringSize	wide format ("w") String size

[Top](#)

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ColorStringColorStringSize Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

wide format ("w") String size

Namespace: [Furcadia.Movement](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const int ColorStringSize = 13
```

Field Value

Type: **Int32**

See Also

Reference

[ColorString Class](#)

[Furcadia.Movement Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net Namespaces

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "G:Furcadia.Net"]

Namespaces

Namespace	Description
Furcadia.Net	
Furcadia.Net.Account	
Furcadia.Net.DirectConnection	
Furcadia.Net.DreamInfo	
Furcadia.Net.Options	
Furcadia.Net.Pounce	
Furcadia.Net.Proxy	
Furcadia.Net.Utils	
Furcadia.Net.Web	

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Furcadia.Net Namespace









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net"]


Classes

	Class	Description
	NetChannelEventArgs	
	NetClientEventArgs	Client Status Event Arguments.
	NetMessage	Default.
	NetProxy	Furcadia base proxy connect between Client and Server. This is a low level class that handles the raw connections and furcadia proxy/firewall settings. We don't have TLS/SSL handling here, so therefore, Furcadia Settings for this are disabled
	NetProxyException	Description of NetProxyException.
	NetServerEventArgs	Game Server Status Event Arguments
	ParseChannelArgs	Parse Server Instruction set
	ParseServerArgs	Parse Server Instruction set

Interfaces



	Interface	Description
	INetMessage	

Delegates

	Delegate	Description
	NetProxyActionDelegate	

	NetProxyDataEventHandler	
	NetProxyDataEventHandler2	
	NetProxyErrorHandler	

Enumerations

	Enumeration	Description
	ConnectionPhase	Connection Status
	ServerInstructionType	<p>Server to Client Instruction set. (Furcadia v31c)</p> <p>This is the set that FF3PP understands and uses.</p> <p>these can change with each Furcadia update.</p>

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ConnectionPhase Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connection Status

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(true)]  
public enum ConnectionPhase
```

Members

	Member name	Value	Description
	error	-1	Default Error Halt Game Server and Client Connection Procedure
	Init	0	Initialize Connection
	Connecting	1	Connection started
	MOTD	2	Message of the Day IE: Good Morning Dave...
	Auth	3	Login Account,Password, Character Name
	Connected	4	Connection established
	Disconnected	5	Connection lost

Remarks

Credit to Artex for his open source projects use this method

Reference http://dev.furcadia.com/docs/027_movement.html

See Also

Reference

[Furcadia.Net Namespace](#)

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INetMessage Interface

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.INetMessage"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax




[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public interface INetMessage
```

The **INetMessage** type exposes the following members.

Methods

	Name	Description
	GetString	
	Write(Byte)	
	Write(String)	

[Top](#)

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



INetMessage Methods




Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [INetMessage](#) type exposes the following members.

Methods

	Name	Description
	GetString	
	Write(Byte)	
	Write(String)	

[Top](#)

See Also

Reference

[INetMessage Interface](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



INetMessageGetString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.INetMessage.GetString"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
string GetString()
```

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Net.INetMessage.GetString"]

See Also

Reference

[INetMessage Interface](#)

[Furcadia.Net Namespace](#)

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INetMessageWrite Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Write(Byte)	
	Write(String)	

[Top](#)

See Also

Reference

[INetMessage Interface](#)

[Furcadia.Net Namespace](#)

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INetMessageWrite Method (Byte)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.INetMessage.Write(System.Byte[])"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
void Write(  
    byte[] data  
)
```

Parameters

data

Type: **SystemByte**

[Missing <param name="data"/> documentation for "M:Furcadia.Net.INetMessage.Write(System.Byte[])"]

See Also

Reference

[INetMessage Interface](#)

[Write Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



INetMessageWrite Method (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.INetMessage.Write(System.String)"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
void Write(  
    string data  
)
```

Parameters

data

Type: **SystemString**

[Missing <param name="data"/> documentation for "M:Furcadia.Net.INetMessage.Write(System.String)"]

See Also

Reference

[INetMessage Interface](#)

[Write Overload](#)

[Furcadia.Net Namespace](#)

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NetChannelEventArgs Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.NetChannelEventArgs"]

Inheritance Hierarchy

SystemObject SystemEventArgs
Furcadia.NetNetServerEventArgs
Furcadia.NetNetChannelEventArgs

Namespace: Furcadia.Net

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


C# VB C++ F#

Copy

```
public class NetChannelEventArgs : NetServerEventArgs
```



The **NetChannelEventArgs** type exposes the following members.

Constructors

	Name	Description
	NetChannelEventArgs	Initializes a new instance of the NetChannelEventArgs class







[Top](#)

Properties

	Name	Description
	Channel	Server Text Channel
	ServerInstruction	Server to Client instructions (Inherited from NetServerEventArgs .)


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	ConnectPhase	Status of the Server Connection (Inherited from NetServerEventArgs .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetChannelEventArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetChannelEventArgs](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetChannelEventArgs()
```

See Also

Reference

[NetChannelEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetChannelEventArgs Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetChannelEventArgs](#) type exposes the following members.

Properties

	Name	Description
	Channel	Server Text Channel
	ServerInstruction	Server to Client instructions (Inherited from NetServerEventArgs .)

[Top](#)

See Also

Reference

[NetChannelEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetChannelEventArgsChannel Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server Text Channel

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Channel { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[NetChannelEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetChannelEventArgs Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [NetChannelEventArgs](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[NetChannelEventArgs Class](#)

[Furcadia.Net Namespace](#)

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NetChannelEventArgs Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetChannelEventArgs](#) type exposes the following members.

Fields

	Name	Description
	ConnectPhase	Status of the Server Connection (Inherited from NetServerEventArgs .)

[Top](#)

See Also

Reference

[NetChannelEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetClientEventArgs Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Client Status Event Arguments.

Inheritance Hierarchy

SystemObject SystemEventArgs
Furcadia.NetNetClientEventArgs

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[SerializableAttribute]  
public class NetClientEventArgs : EventArgs
```



The **NetClientEventArgs** type exposes the following members.

Constructors

	Name	Description
	NetClientEventArgs	Default Constructor error
	NetClientEventArgs(ConnectionPhase, String)	Constructor







[Top](#)

Properties

	Name	Description
	ClientData	optional string message
	ConnectPhase	Status of the Furcadia Client Connection






[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





NetClientEventArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	NetClientEventArgs	Default Constructor error
	NetClientEventArgs(ConnectionPhase, String)	Constructor

[Top](#)

See Also

Reference

[NetClientEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetClientEventArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Constructor [error](#)

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetClientEventArgs()
```

See Also

Reference

[NetClientEventArgs Class](#)

[NetClientEventArgs Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetClientEventArgs Constructor (ConnectionPhase, String)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetClientEventArgs(  
    ConnectionPhase phase,  
    string clientdata = null  
)
```

Parameters

phase

Type: [Furcadia.NetConnectionPhase](#)

Connection Phase

clientdata (Optional)

Type: **SystemString**

Optional Message

See Also

Reference

[NetClientEventArgs Class](#)

[NetClientEventArgs Overload](#)

[Furcadia.Net Namespace](#)

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NetClientEventArgs Properties



Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetClientEventArgs](#) type exposes the following members.

Properties

	Name	Description
	ClientData	optional string message
	ConnectPhase	Status of the Furcadia Client Connection

[Top](#)

See Also

Reference

[NetClientEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetClientEventArgsClientData Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

optional string message

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ClientData { get; }
```

Property Value

Type: **String**

See Also

Reference

[NetClientEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetClientEventArgsConnectPhase Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Status of the Furcadia Client Connection

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ConnectPhase { get; }
```

Property Value

Type: [ConnectionPhase](#)

See Also

Reference

[NetClientEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetClientEventArgs Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [NetClientEventArgs](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[NetClientEventArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetMessage Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default.

Inheritance Hierarchy

SystemObject Furcadia.NetNetMessage

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class NetMessage : INetMessage
```





The **NetMessage** type exposes the following members.






Constructors

	Name	Description
	NetMessage	Initializes a new instance of the NetMessage class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetString	

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Write(Byte)	
	Write(String)	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetMessage Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetMessage](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetMessage( )
```

See Also

Reference

[NetMessage Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)












NetMessage Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]





The [NetMessage](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetString	
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)
	Write(Byte)	
	Write(String)	

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)



[AsString](#)

(Defined by [ObjectExtensions.](#))

[Top](#)

See Also

Reference

[NetMessage Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetMessageGetString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.NetNetMessage.GetString"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string GetString()
```

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.NetNetMessage.GetString"]

Implements

[INetMessageGetString](#)

See Also

Reference

[NetMessage Class](#)

[Furcadia.Net Namespace](#)

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NetMessageWrite Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Write(Byte)	
	Write(String)	

[Top](#)

See Also

Reference

[NetMessage Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetMessageWrite Method (Byte)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.NetNetMessage.Write(System.Byte[])"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Write(  
    byte[] data  
)
```

Parameters

data

Type: **SystemByte**

[Missing <param name="data"/> documentation for "M:Furcadia.NetNetMessage.Write(System.Byte[])"]

Implements

[INetMessageWrite\(Byte\)](#)

See Also

Reference

[NetMessage Class](#)

[Write Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetMessageWrite Method (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.NetNetMessage.Write(System.String)"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Write(  
    string data  
)
```

Parameters

data

Type: **SystemString**

[Missing <param name="data"/> documentation for "M:Furcadia.NetNetMessage.Write(System.String)"]

Implements

[INetMessageWrite\(String\)](#)

See Also

Reference

[NetMessage Class](#)

[Write Overload](#)

[Furcadia.Net Namespace](#)

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NetProxy Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia base proxy connect between Client and Server. This is a low level class that handles the raw connections and furcadia proxy/firewall settings.

We don't have TLS/SSL handling here, so therefore, Furcadia Settings for this are disabled

Inheritance Hierarchy

SystemObject **Furcadia.NetNetProxy**

[Furcadia.Net.ProxyProxySession](#)

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax







[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class NetProxy : IDisposable
```









The **NetProxy** type exposes the following members.

Constructors

	Name	Description
	NetProxy	Connect to game server with default settings
	NetProxy(Int32)	Initializes a new instance of the NetProxy class
	NetProxy(ProxyOptions)	Connect to Furcadia with Proxy Options
	NetProxy(Int32, Int32)	Initializes a new instance of the NetProxy class
	NetProxy(String, Int32)	Initializes a new instance of the NetProxy class
	NetProxy(String, Int32, Int32)	Connect to the Game server by Host name to IP address











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Properties

	Name	Description
	BufferCapacity	Gets the buffer capacity.
	CurrentConnectionAttempt	Gets the current connection attempt.
	EncoderPage	Encodig DEFAULT: Windows 1252
	FurcadiaClientIsRunning	Gets a value indicating whether [the Furcadia lient is a running process].
	FurcadiaProcessID	Gets the furcadia process identifier.
	IsClientSocketConnected	Gets a value indicating whether this instance is client socket connected.
	IsServerSocketConnected	Check our connection status to the game server
	Options	Gets or sets the options.

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Methods

	Name	Description
	ClientDisconnect	Disconnect from the Furcadia client
	CloseClient	Disconnects the furcadia client and Closes the application
	Connect	Connects to the Furcadia Server and starts the mini proxy.
	Disconnect	Disconnect from the Furcadia gameserver and Furcadia client
	Dispose	Releases all resources used by the NetProxy
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

	SendError	send errors to the error handler
	SendToClient(String)	
	SendToClient(INetMessage)	
	SendToServer(String)	
	SendToServer(INetMessage)	
	ToString	Returns a string that represents the current object. (Inherited from Object .)


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Events

	Name	Description
	ClientConnected	
	ClientData2	This is triggered when the Client sends data to the server. Expects a return value.
	ClientDisconnected	This is triggered when the Client Disconnects
	ClientExited	Occurs when the furcadia client exits.
	Error	This is triggered when a handled Exception is thrown.
	ServerConnected	
	ServerData2	This is triggered when the Server sends data to the client. Doesn't expect a return value.
	ServerDisconnected	This is triggered when the Server Disconnects


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Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

		
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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Remarks

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒	NetProxy	Connect to game server with default settings
⇒	NetProxy(Int32)	Initializes a new instance of the NetProxy class
⇒	NetProxy(ProxyOptions)	Connect to Furcadia with Proxy Options
⇒	NetProxy(Int32, Int32)	Initializes a new instance of the NetProxy class
⇒	NetProxy(String, Int32)	Initializes a new instance of the NetProxy class
⇒	NetProxy(String, Int32, Int32)	Connect to the Game server by Host name to IP address

[Top](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect to game server with default settings

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxy()
```

See Also

Reference

[NetProxy Class](#)

[NetProxy Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxy](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxy(  
    int LocalPort  
)
```

Parameters

LocalPort

Type: **SystemInt32**

[Missing <param name="LocalPort"/> documentation for "M:Furcadia.Net.NetProxy.#ctor(System.Int32)"]

See Also

Reference

[NetProxy Class](#)

[NetProxy Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor (ProxyOptions)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect to Furcadia with Proxy Options

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxy(  
    ProxyOptions Options  
)
```

Parameters

Options

Type: [Furcadia.Net.OptionsProxyOptions](#)

[Missing <param name="Options"/> documentation for
"M:Furcadia.Net.NetProxy.#ctor(Furcadia.Net.Options.ProxyOptions)"]

See Also

Reference

[NetProxy Class](#)

[NetProxy Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor (Int32, Int32)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxy](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxy(  
    int port,  
    int lport  
)
```

Parameters

port

Type: **SystemInt32**
gameserver port

lport

Type: **SystemInt32**
localhost port

See Also

Reference

[NetProxy Class](#)

[NetProxy Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor (String, Int32)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxy](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxy(  
    string host,  
    int port  
)
```

Parameters

host

Type: **SystemString**

Game server host

port

Type: **SystemInt32**

[Missing <param name="port"/> documentation for
"M:Furcadia.Net.NetProxy.#ctor(System.String,System.Int32)"]

See Also

Reference

[NetProxy Class](#)

[NetProxy Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Constructor (String, Int32, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect to the Game server by Host name to IP address

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxy(  
    string host,  
    int port,  
    int lport  
)
```

Parameters

host

Type: **SystemString**

GameServer Ip address or hostname

port

Type: **SystemInt32**

Game server port

lport

Type: **SystemInt32**

Localhost port

See Also

Reference

[NetProxy Class](#)

[NetProxy Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)











NetProxy Properties Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetProxy](#) type exposes the following members.

Properties

	Name	Description
	BufferCapacity	Gets the buffer capacity.
	CurrentConnectionAttempt	Gets the current connection attempt.
	EncoderPage	Encodig DEFAULT: Windows 1252
	FurcadiaClientIsRunning	Gets a value indicating whether [the Furcadia lient is a running process].
	FurcadiaProcessID	Gets the furcadia process identifier.
	IsClientSocketConnected	Gets a value indicating whether this instance is client socket connected.
	IsServerSocketConnected	Check our connection status to the game server
	Options	Gets or sets the options.

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See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyBufferCapacity Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the buffer capacity.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int BufferCapacity { get; }
```

Property Value

Type: **Int32**

The buffer capacity.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyCurrentConnectionAttempt Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the current connection attempt.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int CurrentConnectionAttempt { get; }
```

Property Value

Type: **Int32**

The current connection attempt.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyEncoderPage Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Encodig

DEFAULT: Windows 1252

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int EncoderPage { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyFurcadiaClientIsRunning Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets a value indicating whether [the Furcadia client is a running process].

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool FurcadiaClientIsRunning { get; }
```

Property Value

Type: **Boolean**

true if [furcadia client is a running process]; otherwise, **false**.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyFurcadiaProcessID Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the furcadia process identifier.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int FurcadiaProcessID { get; }
```

Property Value

Type: **Int32**

The furcadia process identifier.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyIsClientSocketConnected Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets a value indicating whether this instance is client socket connected.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsClientSocketConnected { get; }
```

Property Value

Type: **Boolean**

true if this instance is client socket connected; otherwise, **false**.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyIsServerSocketConnected Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Check our connection status to the game server

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsServerSocketConnected { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyOptions Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the options.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual ProxyOptions Options { get; set; }
```

Property Value

Type: [ProxyOptions](#)

The options.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxy Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [NetProxy](#) type exposes the following members.

Methods

	Name	Description
⇒💎	ClientDisconnect	Disconnect from the Furcadia client
⇒💎	CloseClient	Disconnects the furcadia client and Closes the application
⇒💎	Connect	Connects to the Furcadia Server and starts the mini proxy.
⇒💎	Disconnect	Disconnect from the Furcadia gameserver and Furcadia client
⇒💎	Dispose	
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
💡💎	SendError	send errors to the error handler
⇒💎	SendToClient(String)	
⇒💎	SendToClient(INetMessage)	
⇒💎	SendToServer(String)	
⇒💎	SendToServer(INetMessage)	
⇒💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyClientDisconnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Disconnect from the Furcadia client

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void ClientDisconnect()
```

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyCloseClient Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Disconnects the furcadia client and Closes the application

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void CloseClient()
```

Exceptions

Exception	Condition
InvalidOperationException	

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyConnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connects to the Furcadia Server and starts the mini proxy.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void Connect()
```

Exceptions

Exception	Condition
NetProxyException	Could not find available localhost port or there is a problem with the Proxy server or Process path not found. or Client executable "" + options.FurcadiaProcess + "" not found.

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyDisconnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Disconnect from the Furcadia gameserver and Furcadia client

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void Disconnect()
```

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Releases all resources used by the [NetProxy](#)

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void Dispose()
```

Implements

IDisposable.Dispose

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxySendError Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

send errors to the error handler

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected virtual void SendError(  
    Exception e,  
    Object o  
)
```

Parameters

e

Type: **SystemException**

[Missing <param name="e"/> documentation for
"M:Furcadia.Net.NetProxy.SendError(System.Exception,System.Object)"]

o

Type: **SystemObject**

[Missing <param name="o"/> documentation for
"M:Furcadia.Net.NetProxy.SendError(System.Exception,System.Object)"]

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxySendToClient Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SendToClient(String)	
	SendToClient(INetMessage)	

[Top](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxySendToClient Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.NetProxy.SendToClient(System.String)"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public virtual void SendToClient(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.NetProxy.SendToClient(System.String)"]

See Also

Reference

[NetProxy Class](#)

[SendToClient Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxySendToClient Method (INetMessage)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.NetProxy.SendToClient(Furcadia.Net.INetMessage)"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void SendToClient(  
    INetMessage message  
)
```

Parameters

message

Type: [Furcadia.Net.INetMessage](#)

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.NetProxy.SendToClient(Furcadia.Net.INetMessage)"]

See Also

Reference

[NetProxy Class](#)

[SendToClient Overload](#)

[Furcadia.Net Namespace](#)

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NetProxySendToServer Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SendToServer(String)	
	SendToServer(INetMessage)	

[Top](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxySendToServer Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.NetProxy.SendToServer(System.String)"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void SendToServer(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.NetProxy.SendToServer(System.String)"]

See Also

Reference

[NetProxy Class](#)

[SendToServer Overload](#)

[Furcadia.Net Namespace](#)

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NetProxySendToServer Method (INetMessage)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.NetProxy.SendToServer(Furcadia.Net.INetMessage)"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void SendToServer(  
    INetMessage message  
)
```

Parameters

message

Type: [Furcadia.Net.INetMessage](#)

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.NetProxy.SendToServer(Furcadia.Net.INetMessage)"]

See Also

Reference

[NetProxy Class](#)

[SendToServer Overload](#)

[Furcadia.Net Namespace](#)

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NetProxy Events









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetProxy](#) type exposes the following members.

Events

	Name	Description
	ClientConnected	
	ClientData2	This is triggered when the Client sends data to the server. Expects a return value.
	ClientDisconnected	This is triggered when the Client Disconnects
	ClientExited	Occurs when the furcadia client exits.
	Error	This is triggered when a handled Exception is thrown.
	ServerConnected	
	ServerData2	This is triggered when the Server sends data to the client. Doesn't expect a return value.
	ServerDisconnected	This is triggered when the Server Disconnects

[Top](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyClientConnected Event

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "E:Furcadia.Net.NetProxy.ClientConnected"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected event NetProxyActionDelegate ClientConnect
```

Value

Type: [Furcadia.NetNetProxyActionDelegate](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyClientData2 Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Client sends data to the server. Expects a return value.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual event NetProxyDataEventHandler2 Clie
```

Value

Type: [Furcadia.NetNetProxyDataEventHandler2](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyClientDisconnectedEvent

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Client Disconnects

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected event NetProxyActionDelegate ClientDisconn
```

Value

Type: [Furcadia.NetNetProxyActionDelegate](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyClientExited Event

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Occurs when the furcadia client exits.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected event EventHandler ClientExited
```

Value

Type: **SystemEventHandler**

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyError Event Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when a handled Exception is thrown.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event NetProxyErrorHandler Error
```

Value

Type: [Furcadia.NetNetProxyErrorHandler](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyServerConnected Event

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "E:Furcadia.Net.NetProxy.ServerConnected"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected event NetProxyActionDelegate ServerConnect
```

Value

Type: [Furcadia.NetNetProxyActionDelegate](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyServerData2 Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Server sends data to the client. Doesn't expect a return value.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual event NetProxyDataEventHandler2 Serve
```

Value

Type: [Furcadia.NetNetProxyDataEventHandler2](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyServerDisconnectedEvent

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Server Disconnects

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event NetProxyActionDelegate ServerDisconnect
```

Value

Type: [Furcadia.NetNetProxyActionDelegate](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxy Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetProxy](#) type exposes the following members.

Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities

[Top](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyFurcadiaUtilities Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Utilities

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected Utilities FurcadiaUtilities
```

Field Value

Type: [Utilities](#)

See Also

Reference

[NetProxy Class](#)

[Furcadia.Net Namespace](#)

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NetProxyActionDelegate Delegate

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.NetProxy.ActionDelegate"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ActionDelegate()
```

See Also

Reference

[Furcadia.Net Namespace](#)

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NetProxyDataEventHandler Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.NetProxy.DataEventHandler"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate string DataEventHandler(  
    string data  
)
```

Parameters

data

Type: **SystemString**

Return Value

Type: **String**

See Also

Reference

[Furcadia.Net Namespace](#)

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NetProxyDataEventHandler2 Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.NetProxy.DataEventHandler2"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void DataEventHandler2(  
    string data  
)
```

Parameters

data

Type: **SystemString**

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyErrorHandler Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.NetProxy.ErrorEventHandler"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ErrorHandler(  
    Exception e,  
    Object o  
)
```

Parameters

e

Type: **SystemException**
The e.

o

Type: **SystemObject**
The o.

See Also

Reference

[Furcadia.Net Namespace](#)

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NetProxyException Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Description of NetProxyException.

Inheritance Hierarchy

SystemObject SystemException
Furcadia.NetNetProxyException

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[SerializableAttribute]  
public class NetProxyException : Exception,  
    ISerializable
```









The **NetProxyException** type exposes the following members.

Constructors

	Name	Description
	NetProxyException	Initializes a new instance of the NetProxyException class
	NetProxyException(String)	Initializes a new instance of the NetProxyException class
	NetProxyException(SerializationInfo, StreamingContext)	Initializes a new instance of the NetProxyException class
	NetProxyException(String, Exception)	Initializes a new instance of the NetProxyException class







[Top](#)



Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

[Top](#)


Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)

	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)






[Top](#)

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net Namespace](#)

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NetProxyException Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
🔗	NetProxyException	Initializes a new instance of the NetProxyException class
🔗	NetProxyException(String)	Initializes a new instance of the NetProxyException class
💡🔗	NetProxyException(SerializationInfo, StreamingContext)	Initializes a new instance of the NetProxyException class
🔗	NetProxyException(String, Exception)	Initializes a new instance of the NetProxyException class

[Top](#)

See Also

Reference

[NetProxyException Class](#)

[Furcadia.Net Namespace](#)

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NetProxyException Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxyException](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxyException()
```

See Also

Reference

[NetProxyException Class](#)

[NetProxyException Overload](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetProxyException Constructor (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxyException](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxyException(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.NetProxyException.#ctor(System.String)"]

See Also

Reference

[NetProxyException Class](#)

[NetProxyException Overload](#)

[Furcadia.Net Namespace](#)

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NetProxyException Constructor (SerializationInfo, StreamingContext)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxyException](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
protected NetProxyException(  
    SerializationInfo info,  
    StreamingContext context  
)
```

Parameters

info

Type: **System.Runtime.Serialization.SerializationInfo**

[Missing <param name="info"/> documentation for

"M:Furcadia.Net.NetProxyException.#ctor(System.Runtime.Serialization.SerializationInfo,Syste

context

Type: **System.Runtime.Serialization.StreamingContext**

[Missing <param name="context"/> documentation for

"M:Furcadia.Net.NetProxyException.#ctor(System.Runtime.Serialization.SerializationInfo,Syste

See Also

Reference

[NetProxyException Class](#)

[NetProxyException Overload](#)

[Furcadia.Net Namespace](#)

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NetProxyException Constructor (String, Exception)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [NetProxyException](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetProxyException(  
    string message,  
    Exception innerException  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.NetProxyException.#ctor(System.String,System.Exception)"]

innerException

Type: **SystemException**

[Missing <param name="innerException"/> documentation for
"M:Furcadia.Net.NetProxyException.#ctor(System.String,System.Exception)"]

See Also

Reference

[NetProxyException Class](#)

[NetProxyException Overload](#)

[Furcadia.Net Namespace](#)

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NetProxyException Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetProxyException](#) type exposes the following members.

Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

[Top](#)

See Also

Reference

[NetProxyException Class](#)

[Furcadia.Net Namespace](#)

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NetProxyException Methods









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [NetProxyException](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[NetProxyException Class](#)

[Furcadia.Net Namespace](#)

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NetProxyException Events


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetProxyException](#) type exposes the following members.

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

See Also

Reference

[NetProxyException Class](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgs Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Game Server Status Event Arguments

Inheritance Hierarchy

SystemObject SystemEventArgs
Furcadia.NetNetServerEventArgs
Furcadia.NetNetChannelEventArgs

Namespace: Furcadia.Net

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# VB C++ F#

Copy

```
[SerializableAttribute]  
public class NetServerEventArgs : EventArgs
```

The **NetServerEventArgs** type exposes the following members.

Constructors

	Name	Description
	NetServerEventArgs	default Constructor error and Unknown
	NetServerEventArgs(ConnectionPhase, ServerInstructionType)	Game Server Status Event Arguments

[Top](#)







Properties

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

	ServerInstruction	Server to Client instructions
---	-----------------------------------	-------------------------------


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	ConnectPhase	Status of the Server Connection

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net Namespace](#)

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NetServerEventArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	NetServerEventArgs	default Constructor error and Unknown
	NetServerEventArgs(ConnectionPhase, ServerInstructionType)	Game Server Status Event Arguments

[Top](#)

See Also

Reference

[NetServerEventArgs Class](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

default Constructor

error and [Unknown](#)

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetServerEventArgs( )
```

See Also

Reference

[NetServerEventArgs Class](#)

[NetServerEventArgs Overload](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgs Constructor (ConnectionPhase, ServerInstructionType)

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Game Server Status Event Arguments

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetServerEventArgs(  
    ConnectionPhase phase,  
    ServerInstructionType instruction  
)
```

Parameters

phase

Type: [Furcadia.NetConnectionPhase](#)
Server [ConnectionPhase](#)

instruction

Type: [Furcadia.NetServerInstructionType](#)
Game [ServerInstructionType](#) to client

See Also

Reference

[NetServerEventArgs Class](#)

[NetServerEventArgs Overload](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgs Properties


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetServerEventArgs](#) type exposes the following members.

Properties

	Name	Description
	ServerInstruction	Server to Client instructions

[Top](#)

See Also

Reference

[NetServerEventArgs Class](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgsServerInstructionProperty

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server to Client instructions

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ServerInstructionType ServerInstruction { get
```

Property Value

Type: [ServerInstructionType](#)

See Also

Reference

[NetServerEventArgs Class](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgs Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [NetServerEventArgs](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[NetServerEventArgs Class](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgs Fields


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetServerEventArgs](#) type exposes the following members.

Fields

	Name	Description
	ConnectPhase	Status of the Server Connection

[Top](#)

See Also

Reference

[NetServerEventArgs Class](#)

[Furcadia.Net Namespace](#)

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NetServerEventArgsConnectPhase Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Status of the Server Connection

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ConnectPhase
```

Field Value

Type: [ConnectionPhase](#)

See Also

Reference

[NetServerEventArgs Class](#)

[Furcadia.Net Namespace](#)

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ParseChannelArgs Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Parse Server Instruction set

Inheritance Hierarchy

SystemObject SystemEventArgs

Furcadia.NetParseServerArgs

Furcadia.NetParseChannelArgs

Namespace: Furcadia.Net

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# VB C++ F#

Copy

```
[SerializableAttribute]  
public class ParseChannelArgs : ParseServerArgs
```

The **ParseChannelArgs** type exposes the following members.





Constructors

	Name	Description
	ParseChannelArgs	Initializes a new instance of the ParseChannelArgs class
	ParseChannelArgs(ServerInstructionType, ConnectionPhase)	Initializes a new instance of the ParseChannelArgs class

[Top](#)







Properties

	Name	Description

	Channel	Server Text Channel
	ServerConnectedPhase	(Inherited from ParseServerArgs.)
	ServerData	optional string message (Inherited from ParseServerArgs.)
	ServerInstruction	Server to Client Instruction Type (Inherited from ParseServerArgs.)






[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a String that represents this instance. (Inherited from ParseServerArgs.)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[Furcadia.Net Namespace](#)

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ParseChannelArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ParseChannelArgs	Initializes a new instance of the ParseChannelArgs class
	ParseChannelArgs(ServerInstructionType, ConnectionPhase)	Initializes a new instance of the ParseChannelArgs class

[Top](#)

See Also

Reference

[ParseChannelArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseChannelArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ParseChannelArgs](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ParseChannelArgs()
```

See Also

Reference

[ParseChannelArgs Class](#)

[ParseChannelArgs Overload](#)

[Furcadia.Net Namespace](#)

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ParseChannelArgs Constructor (ServerInstructionType, ConnectionPhase)

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ParseChannelArgs](#) class

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ParseChannelArgs(  
    ServerInstructionType ServerInstruction,  
    ConnectionPhase phase  
)
```

Parameters

ServerInstruction

Type: [Furcadia.NetServerInstructionType](#)

[Missing <param name="ServerInstruction"/> documentation for

"M:Furcadia.Net.ParseChannelArgs.#ctor(Furcadia.Net.ServerInstructionType,Furcadia.Net.Co

phase

Type: [Furcadia.NetConnectionPhase](#)

[Missing <param name="phase"/> documentation for

"M:Furcadia.Net.ParseChannelArgs.#ctor(Furcadia.Net.ServerInstructionType,Furcadia.Net.Co

See Also

Reference

[ParseChannelArgs Class](#)

[ParseChannelArgs Overload](#)

[Furcadia.Net Namespace](#)

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ParseChannelArgs Properties





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ParseChannelArgs](#) type exposes the following members.

Properties

	Name	Description
	Channel	Server Text Channel
	ServerConnectedPhase	(Inherited from ParseServerArgs .)
	ServerData	optional string message (Inherited from ParseServerArgs .)
	ServerInstruction	Server to Client Instruction Type (Inherited from ParseServerArgs .)

[Top](#)

See Also

Reference

[ParseChannelArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseChannelArgsChannel Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server Text Channel

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Channel { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ParseChannelArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseChannelArgs Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ParseChannelArgs](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a String that represents this instance. (Inherited from ParseServerArgs .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[ParseChannelArgs Class](#)

[Furcadia.Net Namespace](#)

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ParseServerArgs Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Parse Server Instruction set

Inheritance Hierarchy

SystemObject SystemEventArgs
Furcadia.NetParseServerArgs
Furcadia.NetParseChannelArgs

Namespace: Furcadia.Net

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# VB C++ F#

Copy

```
[SerializableAttribute]  
public class ParseServerArgs : EventArgs
```

The **ParseServerArgs** type exposes the following members.




Constructors

	Name	Description
	ParseServerArgs	Default Constructor Unknown because we don't know wich one it is yet
	ParseServerArgs(ServerInstructionType, ConnectionPhase)	Constructor setting the current Server to Client Instruction type

[Top](#)







Properties

	Name	Description

	ServerConnectedPhase	
	ServerData	optional string message
	ServerInstruction	Server to Client Instruction Type






[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a String that represents this instance. (Overrides Object.ToString .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net Namespace](#)

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ParseServerArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ParseServerArgs	Default Constructor Unknown because we don't know wich one it is yet
	ParseServerArgs(ServerInstructionType, ConnectionPhase)	Constructor setting the current Server to Client Instruction type

[Top](#)

See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseServerArgs Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Constructor [Unknown](#) because we don't know wich one it is yet

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ParseServerArgs()
```

See Also

Reference

[ParseServerArgs Class](#)

[ParseServerArgs Overload](#)

[Furcadia.Net Namespace](#)

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ParseServerArgs Constructor (ServerInstructionType, ConnectionPhase)

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor setting the current Server to Client Instruction type

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ParseServerArgs(  
    ServerInstructionType ServerInstruction,  
    ConnectionPhase phase  
)
```

Parameters

ServerInstruction

Type: [Furcadia.NetServerInstructionType](#)

Current Execuring [ServerInstructionType](#)

phase

Type: [Furcadia.NetConnectionPhase](#)

See Also

Reference

[ParseServerArgs Class](#)

[ParseServerArgs Overload](#)

[Furcadia.Net Namespace](#)

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ParseServerArgs Properties




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ParseServerArgs](#) type exposes the following members.

Properties

	Name	Description
	ServerConnectedPhase	
	ServerData	optional string message
	ServerInstruction	Server to Client Instruction Type

[Top](#)

See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseServerArgsServerConnectedPhase Property

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"P:Furcadia.Net.ParseServerArgs.ServerConnectedPhase"]

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ServerConnectedPhase { get; }
```

Property Value

Type: [ConnectionPhase](#)

See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseServerArgsServerData Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

optional string message

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ServerData { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseServerArgsServerInstructionProperty

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server to Client Instruction Type

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ServerInstructionType ServerInstruction { get
```

Property Value

Type: [ServerInstructionType](#)

See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseServerArgs Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ParseServerArgs](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a String that represents this instance. (Overrides ObjectToString .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ParseServerArgsToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a **String** that represents this instance.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Return Value

Type: **String**

A **String** that represents this instance.

See Also

Reference

[ParseServerArgs Class](#)

[Furcadia.Net Namespace](#)

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ServerInstructionType Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server to Client Instruction set. (Furcadia v31c)

This is the set that FF3PP understands and uses.

these can change with each Furcadia update.

Namespace: [Furcadia.Net](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public enum ServerInstructionType
```

Members

	Member name	Value	Description
	Unknown	-1	Unknown Instruction, Needs further research
	None	0	No instruction Necessary
	SpawnAvatar	1	Spawns a new Furre in the dream furre list because they have joining the Dream we're in '<' + user id + x + y + shape number + name + color code + flag + linefeed sender object is Type SpawnAvatar()
	RemoveAvatar	2	Remove the Avatar from the Dream Furre list because they have left the dream '>' + user id + linefeed Source: Furcatia Technical Resources

			sender object is Type RemoveAvatar()
	HideAvatar	3	Hide Avatar from display (Invisible?)
	AnimatedMoveAvatar	4	Move and animate the Active Furre to the next location sender object is Type Furre()
	MoveAvatar	5	Move the current active furre to the next locatiomn sender object is Type Furre
	DisplayText	6	Display formatted Text. Mostly Furcadia Markup but other stuff too
	UpdateColorString	7	Update the Triggering Furre ColorCode 'B' + user id + shape + color code + linefeed
	LoadDreamEvent	8	Download Dream Data IE:]q pmnaiagreen 3318793420 modern respond with client command when furcadia client is not available "vasecodegamma"
	UniqueUserId	9	Unique User ID]z UID[*] This instruction is sent as a response to the uid command. The purpose of this is unclear. Credits Artex, FTR
	SetOwnId	10	Set Own ID]BUserID[*] This instruction informs the client of which user-name is it logged into. Knowing your own UserID can help you find your own avatar within the dream. Credits Artex, FTR
	BookmarkDream	11	Dream Book Mark Triggers Pounce to add the dream to the list marked temporary
	LookResponse	12	received after a look at furre command sender object is Type Furre

	EnterDream	13	Entering a new dream
--	-------------------	----	----------------------

See Also

Reference

[Furcadia.Net Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.Account Namespace



Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Account"]

Classes

	Class	Description
	AccountInfo	Furcadia Modern Login feature E-Mail and password based accounts.
	CharacterInfo	Furcadia Modern Login feature E-Mail and password based accounts.

Send comments on this topic to [Lead Developer Gerolkae](#)



AccountInfo Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Modern Login feature

E-Mail and password based accounts.

Inheritance Hierarchy

SystemObject Furcadia.Net.AccountAccountInfo

[Furcadia.Net.AccountCharacterInfo](#)

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class AccountInfo
```



The **AccountInfo** type exposes the following members.

Constructors

	Name	Description
	AccountInfo	Default Constructor.

[Top](#)

Properties

	Name	Description
	ApiKey	Furcadia API Key See remarks for DEP/CS NDA
	EMail	Account E-Mail address



Password

Account Password

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AccountInfo Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Constructor.

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public AccountInfo()
```

See Also

Reference

[AccountInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AccountInfo Properties




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [AccountInfo](#) type exposes the following members.

Properties

	Name	Description
	ApiKey	Furcadia API Key See remarks for DEP/CS NDA
	EMail	Account E-Mail address
	Password	Account Password

[Top](#)

See Also

Reference

[AccountInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AccountInfoApiKey Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia API Key

See remarks for DEP/CS NDA

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ApiKey { get; set; }
```

Property Value

Type: **String**

Remarks

This intellectual property is owned and controlled by DEP/CS as per their Third Party Nondisclosure Agreement (NDA). This cannot be redistributed with out their consent. Every Measure to protect this key is required, this include Obfuscation/Encryption. Clear Text form is Prohibited.

See Also

Reference

[AccountInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AccountInfoEMail Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Account E-Mail address

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string EMail { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[AccountInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AccountInfoPassword Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Account Password

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Password { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[AccountInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)









AccountInfo Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [AccountInfo](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[AccountInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterInfo Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Modern Login feature

E-Mail and password based accounts.

Inheritance Hierarchy

SystemObject [Furcadia.Net.AccountAccountInfo](#)
Furcadia.Net.AccountCharacterInfo

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class CharacterInfo : AccountInfo
```



The **CharacterInfo** type exposes the following members.




Constructors

	Name	Description
	CharacterInfo	Initializes a new instance of the CharacterInfo class

[Top](#)







Properties

	Name	Description
	ApiKey	Furcadia API Key See remarks for DEP/CS NDA (Inherited from AccountInfo .)
	CharacterName	Character Name to use with this login

	Costume	Costume to use with Selected Character
	Email	Account E-Mail address (Inherited from AccountInfo .)
	Password	Account Password (Inherited from AccountInfo .)






[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

Furcadia.Net.Account Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterInfo Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [CharacterInfo](#) class

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public CharacterInfo()
```

See Also

Reference

[CharacterInfo Class](#)

[Furcadia.Net.Account Namespace](#)

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CharacterInfo Properties






Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [CharacterInfo](#) type exposes the following members.

Properties

	Name	Description
	ApiKey	Furcadia API Key See remarks for DEP/CS NDA (Inherited from AccountInfo .)
	CharacterName	Character Name to use with this login
	Costume	Costume to use with Selected Character
	EMail	Account E-Mail address (Inherited from AccountInfo .)
	Password	Account Password (Inherited from AccountInfo .)

[Top](#)

See Also

Reference

[CharacterInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterInfoCharacterName Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Character Name to use with this login

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string CharacterName { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[CharacterInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CharacterInfoCostume Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Costume to use with Selected Character

Namespace: [Furcadia.Net.Account](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Costume { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[CharacterInfo Class](#)

[Furcadia.Net.Account Namespace](#)

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CharacterInfo Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [CharacterInfo](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[CharacterInfo Class](#)

[Furcadia.Net.Account Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.DirectConnection Namespace



Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.




[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.DirectConnection"]

Classes

	Class	Description
	ClientBase	NetConnection Derived from ProxyBase for Stand alone connections
	NetConnection	Direct Furcadia game server connection with included server load balancer.

Delegates

	Delegate	Description
	ClientBaseActionDelegate	
	ClientBaseDataEventHandler2	
	ClientBaseErrorHandler	

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBase Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

NetConnection

Derived from ProxyBase for Stand alone connections

Inheritance Hierarchy

SystemObject Furcadia.Net.DirectConnectionClientBase

[Furcadia.Net.DirectConnectionNetConnection](#)

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ClientBase
```

The **ClientBase** type exposes the following members.





Constructors

	Name	Description
	ClientBase	Default Constructor Load furcadia defaults from %appData%\settings.ini
	ClientBase(Int32)	Initializes a new instance of the ClientBase class
	ClientBase(IPAddress, Int32)	Initializes a new instance of the ClientBase class
	ClientBase(String, Int32)	Initializes a new instance of the ClientBase class

[Top](#)












Properties

--	--	--

	Name	Description
	BufferCapacity	
	EncoderPage	Set the Encoder to win 1252 encoding
	EndPoint	Game Server IP/Port
	IsServerConnected	Proxy is connected, or not.



[Top](#)



Methods

	Name	Description
	Connect	Connects to the Furcadia Server and starts the mini proxy.
	Dispose	Releases all resources used by the ClientBase
	Dispose(Boolean)	Releases the unmanaged resources used by the ClientBase and optionally releases the managed resources
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendServer(String)	Sends Data to the Game server
	SendServer(INetMessage)	Sends the text to the game server
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)



Events

	Name	Description
	Connected	This is triggered when the
	Error	This is triggered when a handled Exception is thrown.

	ServerData	This is triggered when the Server sends data to the client. Doesn't expect a return value.
	ServerDisConnected	This is triggered when the Server Disconnects






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Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities
	FurcPath	Furcadia Path Collection

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)







ClientBase Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ClientBase	Default Constructor Load furcadia defaults from %appData%\settings.ini
	ClientBase(Int32)	Initializes a new instance of the ClientBase class
	ClientBase(IPAddress, Int32)	Initializes a new instance of the ClientBase class
	ClientBase(String, Int32)	Initializes a new instance of the ClientBase class

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBase Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Constructor

Load furcadia defaults from %appData%\settings.ini

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ClientBase()
```

See Also

Reference

[ClientBase Class](#)

[ClientBase Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBase Constructor (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ClientBase](#) class

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ClientBase(  
    int port  
)
```

Parameters

port

Type: **SystemInt32**

[Missing <param name="port"/> documentation for
"M:Furcadia.Net.DirectConnection.ClientBase.#ctor(System.Int32)"]

See Also

Reference

[ClientBase Class](#)

[ClientBase Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBase Constructor (IPAddress, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ClientBase](#) class

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ClientBase(  
    IPAddress ip,  
    int port  
)
```

Parameters

ip

Type: **System.Net.IPEndPoint**

[Missing <param name="ip"/> documentation for

"M:Furcadia.Net.DirectConnection.ClientBase.#ctor(System.Net.IPEndPoint,System.Int32)"]

port

Type: **System.Int32**

[Missing <param name="port"/> documentation for

"M:Furcadia.Net.DirectConnection.ClientBase.#ctor(System.Net.IPEndPoint,System.Int32)"]

See Also

Reference

[ClientBase Class](#)

[ClientBase Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBase Constructor (String, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ClientBase](#) class

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ClientBase(  
    string host,  
    int port  
)
```

Parameters

host

Type: **SystemString**

[Missing <param name="host"/> documentation for

"M:Furcadia.Net.DirectConnection.ClientBase.#ctor(System.String,System.Int32)"]

port

Type: **SystemInt32**

[Missing <param name="port"/> documentation for

"M:Furcadia.Net.DirectConnection.ClientBase.#ctor(System.String,System.Int32)"]

See Also

Reference

[ClientBase Class](#)

[ClientBase Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)







ClientBase Properties Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ClientBase](#) type exposes the following members.

Properties

	Name	Description
 S	BufferCapacity	
 S	EncoderPage	Set the Encoder to win 1252 encoding
	EndPoint	Game Server IP/Port
	IsServerConnected	Proxy is connected, or not.

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseBufferCapacity Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"P:Furcadia.Net.DirectConnection.ClientBase.BufferCapacity"]

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static int BufferCapacity { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseEncoderPage Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the Encoder to win 1252 encoding

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int EncoderPage { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseEndPoint Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Game Server IP/Port

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IPEndPoint EndPoint { get; set; }
```

Property Value

Type: **IPEndPoint**

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseIsServerConnected Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Proxy is connected, or not.

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsServerConnected { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)














ClientBase Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [ClientBase](#) type exposes the following members.



Methods

	Name	Description
	Connect	Connects to the Furcadia Server and starts the mini proxy.
	Dispose	
	Dispose(Boolean)	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendServer(String)	Sends Data to the Game server
	SendServer(INetMessage)	Sends the text to the game server
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseConnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connects to the Furcadia Server and starts the mini proxy.

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void Connect()
```

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Dispose	Releases all resources used by the ClientBase
	Dispose(Boolean)	Releases the unmanaged resources used by the ClientBase and optionally releases the managed resources

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Releases all resources used by the [ClientBase](#)

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Dispose()
```

See Also

Reference

[ClientBase Class](#)

[Dispose Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseDispose Method (Boolean)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Releases the unmanaged resources used by the [ClientBase](#) and optionally releases the managed resources

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
protected virtual void Dispose(  
    bool disposing  
)
```

Parameters

disposing

Type: **SystemBoolean**

True to release both managed and unmanaged resources; false to release only unmanaged resources

See Also

Reference

[ClientBase Class](#)

[Dispose Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

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ClientBaseSendServer Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SendServer(String)	Sends Data to the Game server
	SendServer(INetMessage)	Sends the text to the game server

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseSendServer Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sends Data to the Game server

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void SendServer(  
    string message  
)
```

Parameters

message

Type: **SystemString**

string to send to game server

See Also

Reference

[ClientBase Class](#)

[SendServer Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseSendServer Method (INetMessage)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sends the text to the game server

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SendServer(  
    INetMessage message  
)
```

Parameters

message

Type: [Furcadia.Net.INetMessage](#)

[Missing <param name="message"/> documentation for

"M:Furcadia.Net.DirectConnection.ClientBase.SendServer(Furcadia.Net.INetMessage)"]

See Also

Reference

[ClientBase Class](#)

[SendServer Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

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ClientBase Events





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ClientBase](#) type exposes the following members.

Events

	Name	Description
	Connected	This is triggered when the
	Error	This is triggered when a handled Exception is thrown.
	ServerData	This is triggered when the Server sends data to the client. Doesn't expect a return value.
	ServerDisConnected	This is triggered when the Server Disconnects

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseConnected Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ClientBaseActionDelegate Connected
```

Value

Type: [Furcadia.Net.DirectConnectionClientBaseActionDelegate](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseError Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when a handled Exception is thrown.

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public event ClientBaseErrorHandler Error
```

Value

Type: [Furcadia.Net.DirectConnectionClientBaseErrorHandler](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseServerData Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Server sends data to the client. Doesn't expect a return value.

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ClientBaseDataEventHandler2 ServerData
```

Value

Type: [Furcadia.Net.DirectConnectionClientBaseDataEventHandler2](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

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ClientBaseServerDisconnectedEvent

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Server Disconnects

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ClientBaseActionDelegate ServerDisConne
```

Value

Type: [Furcadia.Net.DirectConnectionClientBaseActionDelegate](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBase Fields



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ClientBase](#) type exposes the following members.

Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities
	FurcPath	Furcadia Path Collection

[Top](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseFurcadiaUtilities Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Utilities

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected Utilities FurcadiaUtilities
```

Field Value

Type: [Utilities](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

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ClientBaseFurcPath Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Path Collection

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Paths FurcPath
```

Field Value

Type: [Paths](#)

See Also

Reference

[ClientBase Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

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ClientBaseActionDelegate Delegate

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.DirectConnection.ClientBase.ActionDelegate"]

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ActionDelegate()
```

See Also

Reference

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseDataEventHandler2 Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Net.DirectConnection.ClientBase.DataEventHandler2"]

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void DataEventHandler2(  
    string data  
)
```

Parameters

data

Type: **SystemString**

See Also

Reference

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientBaseErrorHandler Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Net.DirectConnection.ClientBase.ErrorEventHandler"]

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public delegate void ErrorHandler(  
    Exception e,  
    Object o,  
    string n  
)
```

Parameters

e

Type: **SystemException**

o

Type: **SystemObject**

n

Type: **SystemString**

See Also

Reference

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnection Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Direct Furcadia game server connection with included server load balancer.

Inheritance Hierarchy

SystemObject [Furcadia.Net.DirectConnectionClientBase](#)
Furcadia.Net.DirectConnectionNetConnection

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax




[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class NetConnection : ClientBase
```



The **NetConnection** type exposes the following members.

Constructors

	Name	Description
	NetConnection	Default Constructor
	NetConnection(IPAddress, Int32)	Connect to game server with Host IP address and Specified port
	NetConnection(String, Int32)	Connect to game server with Host DNS and Specified port

[Top](#)

Properties

	Name	Description
	EndPoint	Game Server IP/Port (Inherited from ClientBase .)
	IsServerConnected	Proxy is connected, or not.

(Inherited from [ClientBase.](#))

[Top](#)


Methods

	Name	Description
💜	Connect	Connect to game server (Overrides ClientBaseConnect.)
💜	Dispose	(Inherited from ClientBase.)
💜	Dispose(Boolean)	(Inherited from ClientBase.)
💜	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
💜	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
💜	GetHashCode	Serves as the default hash function. (Inherited from Object.)
💜	GetType	Gets the Type of the current instance. (Inherited from Object.)
💜	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
💜	SendServer(String)	Send a message to the Game Server (Overrides ClientBaseSendServer(String).)
💜	SendServer(INetMessage)	Sends the text to the game server (Inherited from ClientBase.)
💜	ToString	Returns a string that represents the current object. (Inherited from Object.)

[Top](#)



Events

	Name	Description
⚡	Connected	This is triggered when the (Inherited from ClientBase.)
⚡	Error	This is triggered when a handled Exception is thrown. (Inherited from ClientBase.)
⚡	ServerData	This is triggered when the Server sends data to the client. Doesn't expect a return value. (Inherited from ClientBase.)

	ServerDisConnected	This is triggered when the Server Disconnects (Inherited from ClientBase .)
---	------------------------------------	--






[Top](#)

Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities (Inherited from ClientBase .)
	FurcPath	Furcadia Path Collection (Inherited from ClientBase .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)






NetConnection Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	NetConnection	Default Constructor
	NetConnection(IPAddress, Int32)	Connect to game server with Host IP address and Specified port
	NetConnection(String, Int32)	Connect to game server with Host DNS and Specified port

[Top](#)

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnection Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Constructor

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetConnection()
```

See Also

Reference

[NetConnection Class](#)

[NetConnection Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnection Constructor (IPAddress, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect to game server with Host IP address and Specified port

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public NetConnection(  
    IPAddress ip,  
    int port  
)
```

Parameters

ip

Type: **System.Net.IPAddress**

Game Server IP

port

Type: **System.Int32**

Game Server port

See Also

Reference

[NetConnection Class](#)

[NetConnection Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnection Constructor (String, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect to game server with Host DNS and Specified port

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public NetConnection(  
    string host,  
    int port  
)
```

Parameters

host

Type: **SystemString**
Game Server Host name

port

Type: **SystemInt32**
Game server TCP Port

See Also

Reference

[NetConnection Class](#)

[NetConnection Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnection Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetConnection](#) type exposes the following members.

Properties

	Name	Description
	EndPoint	Game Server IP/Port (Inherited from ClientBase .)
	IsServerConnected	Proxy is connected, or not. (Inherited from ClientBase .)

[Top](#)

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnection Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetConnection](#) type exposes the following members.






Methods

	Name	Description
⇒💜	Connect	Connect to game server (Overrides ClientBaseConnect .)
⇒💜	Dispose	(Inherited from ClientBase .)
💡💜	Dispose(Boolean)	(Inherited from ClientBase .)
⇒💜	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💜	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💜	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💜	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💜	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💜	SendServer(String)	Send a message to the Game Server (Overrides ClientBaseSendServer(String) .)
⇒💜	SendServer(INetMessage)	Sends the text to the game server (Inherited from ClientBase .)
⇒💜	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

--	--	--

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnectionConnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect to game server

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override void Connect()
```

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





NetConnectionSendServer Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SendServer(String)	Send a message to the Game Server (Overrides ClientBaseSendServer(String) .)
	SendServer(INetMessage)	Sends the text to the game server (Inherited from ClientBase .)

[Top](#)

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



NetConnectionSendServer Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Send a message to the Game Server

Namespace: [Furcadia.Net.DirectConnection](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override void SendServer(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.DirectConnection.NetConnection.SendServer(System.String)"]

See Also

Reference

[NetConnection Class](#)

[SendServer Overload](#)

[Furcadia.Net.DirectConnection Namespace](#)

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NetConnection Events





Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetConnection](#) type exposes the following members.

Events

	Name	Description
	Connected	This is triggered when the (Inherited from ClientBase .)
	Error	This is triggered when a handled Exception is thrown. (Inherited from ClientBase .)
	ServerData	This is triggered when the Server sends data to the client. Doesn't expect a return value. (Inherited from ClientBase .)
	ServerDisConnected	This is triggered when the Server Disconnects (Inherited from ClientBase .)

[Top](#)

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





NetConnection Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [NetConnection](#) type exposes the following members.

Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities (Inherited from ClientBase .)
	FurcPath	Furcadia Path Collection (Inherited from ClientBase .)

[Top](#)

See Also

Reference

[NetConnection Class](#)

[Furcadia.Net.DirectConnection Namespace](#)

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Furcadia.Net.DreamInfo Namespace






Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.DreamInfo"]



Classes

	Class	Description
	Avatar	Legacy Furre Avatar information
	Badges	Beekin Badges
	Dream	Current Dream information
	Furre	Class for Proxies and bots to use Furre Data provided by the game server.
	FurreList	Furre List information for a Furcadia Dream This class acts like an enhanced List(of <T>) because you can Select a Furre by Item as well as index


Structures

	Structure	Description
	AvatarFrame	

Interfaces

	Interface	Description
	IDream	
	IFurre	Furre Class Interface

Enumerations

	Enumeration	Description
	Avatarav_DIR	

	Avatarav_POSE	
	AvatarFurrePose	

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Avatar Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Legacy Furre Avatar information

Inheritance Hierarchy

SystemObject **Furcadia.Net.DreamInfoAvatar**

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public class Avatar
```





The **Avatar** type exposes the following members.





Constructors

	Name	Description
	Avatar	Initializes a new instance of the Avatar class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance.

		(Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	PrimeTable	Primes the table.
	SpecNum	Specs the number.
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Avatar Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Avatar](#) class

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Avatar()
```

See Also

Reference

[Avatar Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Avatar Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Avatar](#) type exposes the following members.

Methods

	Name	Description
💜	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💜	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
💜	GetHashCode	Serves as the default hash function. (Inherited from Object .)
💜	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💜	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
💜📄	PrimeTable	Primes the table.
💜📄	SpecNum	Specs the number.
💜	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
💜⬇️	AsDouble	(Defined by ObjectExtensions .)
💜⬇️	AsInt16	(Defined by ObjectExtensions .)
💜⬇️	AsInt32	(Defined by ObjectExtensions .)
💜⬇️	AsInt64	(Defined by ObjectExtensions .)
💜⬇️	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Avatar Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarPrimeTable Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Primes the table.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static void PrimeTable()
```

See Also

Reference

[Avatar Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarSpecNum Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Specs the number.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static AvatarFrame SpecNum(  
    int Frame  
)
```

Parameters

Frame

Type: **SystemInt32**

The frame.

Return Value

Type: [AvatarFrame](#)

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Avatar.SpecNum(System.Int32)"]

See Also

Reference

[Avatar Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Avatarav_DIR Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.DreamInfo.Avatar.av_DIR"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public enum av_DIR
```

Members

	Member name	Value	Description
	SW	0	
	SE	1	
	NW	2	
	NE	3	

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Avatarav_POSE Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.DreamInfo.Avatar.av_POSE"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public enum av_POSE
```

Members

	Member name	Value	Description
	AVPOSE_SIT	0	
	AVPOSE_WALK0	1	
	AVPOSE_STAND	2	
	AVPOSE_WALK1	3	
	AVPOSE_LIE	4	

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFrame Structure

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.DreamInfo.Avatar.Frame"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax






[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public struct Frame
```


The **AvatarFrame** type exposes the following members.






Methods

	Name	Description
	Clear	
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)






Fields

	Name	Description
	dir	

	DS_Number	
	gender	
	pose	
	Spec	
	Wings	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Frame Methods






Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [AvatarFrame](#) type exposes the following members.

Methods

	Name	Description
	Clear	
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[AvatarFrame Structure](#)

Furcadia.Net.DreamInfo Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFrameClear Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.Avatar.Frame.Clear"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Clear()
```

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Frame Fields







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [AvatarFrame](#) type exposes the following members.

Fields

	Name	Description
	dir	
	DS_Number	
	gender	
	pose	
	Spec	
	Wings	

[Top](#)

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFramedir Field Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.DreamInfo.Avatar.Frame.dir"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int dir
```

Field Value

Type: **Int32**

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFrameDS_Number Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Net.DreamInfo.Avatar.Frame.DS_Number"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int DS_Number
```

Field Value

Type: **Int32**

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFramegender Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.DreamInfo.Avatar.Frame.gender"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int gender
```

Field Value

Type: **Int32**

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFramepose Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.DreamInfo.Avatar.Frame.pose"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int pose
```

Field Value

Type: **Int32**

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFrameSpec Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.DreamInfo.Avatar.Frame.Spec"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Spec
```

Field Value

Type: **Int32**

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFrameWings Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.DreamInfo.Avatar.Frame.Wings"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Wings
```

Field Value

Type: **Int32**

See Also

Reference

[AvatarFrame Structure](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



AvatarFurrePose Enumeration

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.DreamInfo.Avatar.FurrePose"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[FlagsAttribute]
public enum FurrePose
```

Members

	Member name	Value	Description
	None	0	
	Walk1	1	
	Stand1	2	
	Walk2	3	
	Stand2	4	
	Sit	5	
	LieDown	6	

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Badges Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Beekin Badges

Inheritance Hierarchy

SystemObject Furcadia.Net.DreamInfoBadges

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public class Badges
```






The **Badges** type exposes the following members.








Constructors

	Name	Description
	Badges	Initializes a new instance of the Badges class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	 GetGroup	
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetLevel	
	GetTag	
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	NumToEnumT	
	PrimeTable	Preload the badge table
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Badges Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Badges](#) class

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Badges()
```

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Badges Methods

















Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]




The [Badges](#) type exposes the following members.



Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	 GetGroup	
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	 GetLevel	
	 GetTag	
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	 NumToEnumT	
	 PrimeTable	Preload the badge table
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)

	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



BadgesGetGroup Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetGroup(System.String)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static int GetGroup(  
    string tag  
)
```

Parameters

tag

Type: **SystemString**

[Missing <param name="tag"/> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetGroup(System.String)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetGroup(System.String)"]

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



BadgesGetLevel Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetLevel(System.String)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int GetLevel(  
    string tag  
)
```

Parameters

tag

Type: **SystemString**

[Missing <param name="tag"/> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetLevel(System.String)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetLevel(System.String)"]

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



BadgesGetTag Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetTag(System.String)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string GetTag(  
    string tag  
)
```

Parameters

tag

Type: **SystemString**

[Missing <param name="tag"/> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetTag(System.String)"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Badges.GetTag(System.String)"]

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



BadgesNumToEnumT Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Badges.NumToEnum`1(System.Int32)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static T NumToEnum<T>(
    int number
)
```

Parameters

number

Type: **SystemInt32**

[Missing <param name="number"/> documentation for
"M:Furcadia.Net.DreamInfo.Badges.NumToEnum`1(System.Int32)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Net.DreamInfo.Badges.NumToEnum`1(System.Int32)"]

Return Value

Type: *T*

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Badges.NumToEnum`1(System.Int32)"]

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



BadgesPrimeTable Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Preload the badge table

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static void PrimeTable()
```

See Also

Reference

[Badges Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Dream Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current Dream information

Inheritance Hierarchy

SystemObject **Furcadia.Net.DreamInfoDream**

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(true)]  
public class Dream : IDream
```





The **Dream** type exposes the following members.








Constructors

	Name	Description
	Dream	Initializes a new instance of the Dream class.

[Top](#)








Properties

	Name	Description
	BookMark	Gets or sets the book make.
	DreamOwner	Dreams uploader character
	FileName	File name for the dream cache stored on disk
	Furres	Dream List Furcadia requires Clients to handle thier own Dream Lists See http://dev.furcadia.com/docs New Movement for Spawn and Remove

		<p>packets</p> <p>**Spawn is out dated. New information requires a 4byte for AFK flag at the end</p> <p>As of V31, Color code has changed.</p>
	IsModern	Is this dream Modern Mode?
	IsPermanent	Gets a value indicating whether this dream is permanent.
	Lines	Number of DS Lines
	Name	Name of the dream
	Rating	Furcadia Dream rating
	Title	Dream title
	URL	<p>Dreams full Furcadia Drean URL</p> <p>IE: 'fdl furc://DreamOwner:DreamTitle/EntryCode#</p>

[Top](#)



Methods

	Name	Description
	Equals	Determines whether the specified Object , is equal to this instance. (Overrides ObjectEquals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Returns a hash code for this instance. (Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	Load	Loads the specified dream information from a LoadDream event.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	Returns a String that represents this instance. (Overrides ObjectToString.)

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Operators

--	--	--

	Name	Description
	Equality	Implements the operator ==.
	Inequality	Implements the operator !=.

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Dream Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Dream](#) class.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Dream()
```

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Dream Properties










Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Dream](#) type exposes the following members.

Properties

	Name	Description
	BookMark	Gets or sets the book make.
	DreamOwner	Dreams uploader character
	FileName	File name for the dream cache stored on disk
	Furres	Dream List Furcadia requires Clients to handle thier own Dream Lists See http://dev.furcadia.com/docs New Movement for Spawn and Remove packets **Spawn is out dated. New information requires a 4byte for AFK flag at the end As of V31, Color code has changed.
	IsModern	Is this dream Modern Mode?
	IsPermanent	Gets a value indicating whether this dream is permament.
	Lines	Number of DS Lines
	Name	Name of the dream
	Rating	Furcadia Dream rating
	Title	Dream title
	URL	Dreams full Furcadia Drean URL IE: 'fdl furc://DreamOwner:DreamTitle/EntryCode#

[Top](#)

See Also

Reference

Dream Class

Furcadia.Net.DreamInfo Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmark Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the book make.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DreamBookmark BookMark { set; }
```

Property Value

Type: [DreamBookmark](#)

The book make.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamDreamOwner Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dreams uploader character

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DreamOwner { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamFileName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

File name for the dream cache stored on disk

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public string FileName { get; set; }
```

Property Value

Type: **String**

The name of the file.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamFurres Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dream List Furcadia requires Clients to handle thier own Dream Lists See <http://dev.furcadia.com/docs> New Movement for Spawn and Remove packets
**Spawn is out dated. New information requires a 4byte for AFK flag at the end

As of V31, Color code has changed.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public FurreList Furres { get; set; }
```

Property Value

Type: [FurreList](#)

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamIsModern Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Is this dream Modern Mode?

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public bool IsModern { get; }
```

Property Value

Type: **Boolean**

Implements

[IDreamIsModern](#)

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamIsPermanent Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets a value indicating whether this dream is permanent.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsPermanent { get; }
```

Property Value

Type: **Boolean**

true if this dream is permanent; otherwise, **false**.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamLines Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Number of DS Lines

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Lines { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamName Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Name of the dream

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **String**

Implements

[IDreamName](#)

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamRating Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Dream rating

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Rating { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamTitle Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dream title

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Title { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamURL Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dreams full Furcadia Dream URL

IE: 'fdl furc://DreamOwner:DreamTitle/EntryCode#

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string URL { get; }
```

Property Value

Type: **String**

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

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Dream Methods








Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Dream](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified Object , is equal to this instance. (Overrides ObjectEquals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Returns a hash code for this instance. (Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	Load	Loads the specified dream information from a LoadDream event.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	Returns a String that represents this instance. (Overrides ObjectToString.)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamEquals Method Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Determines whether the specified **Object**, is equal to this instance.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for
"M:Furcadia.Net.DreamInfo.Dream.Equals(System.Object)"]

Return Value

Type: **Boolean**

true if the specified **Object** is equal to this instance; otherwise, **false**.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamGetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a hash code for this instance.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

A hash code for this instance, suitable for use in hashing algorithms and data structures like a hash table.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamLoad Method Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Loads the specified dream information from a [LoadDream](#) event.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Load(  
    LoadDream DreamInfo  
)
```

Parameters

DreamInfo

Type: [Furcadia.Net.Utils.ServerParserLoadDream](#)

The dream information.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a **String** that represents this instance.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

A **String** that represents this instance.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Dream Operators



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Dream](#) type exposes the following members.

Operators

	Name	Description
	Equality	Implements the operator ==.
	Inequality	Implements the operator !=.

[Top](#)

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamEquality Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator ==.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool operator ==(
    Dream dreamA,
    IDream dreamB
)
```

Parameters

dreamA

Type: [Furcadia.Net.DreamInfoDream](#)

The dream a.

dreamB

Type: [Furcadia.Net.DreamInfoIDream](#)

The dream b.

Return Value

Type: **Boolean**

The result of the operator.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamInequality Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator !=.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool operator !=(  
    Dream dreamA,  
    IDream DreamB  
)
```

Parameters

dreamA

Type: [Furcadia.Net.DreamInfoDream](#)

The dream a.

DreamB

Type: [Furcadia.Net.DreamInfoIDream](#)

The dream b.

Return Value

Type: **Boolean**

The result of the operator.

See Also

Reference

[Dream Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Class for Proxies and bots to use Furre Data provided by the game server.

Inheritance Hierarchy

SystemObject **Furcadia.Net.DreamInfoFurre**

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





C# | VB | C++ | F#

[Copy](#)

```
[SerializableAttribute]  
public class Furre : IFurre
```



The **Furre** type exposes the following members.



Constructors

	Name	Description
	Furre	Initializes a new instance of the Furre class
	Furre(Int32)	Initializes a new instance of the Furre class
	Furre(String)	Furre Constructor with Name
	Furre(Int32, String)	Initializes a new instance of the Furre class

[Top](#)




Properties







	Name	Description
	AfkTime	Away from keyboard time
	BeekinBadge	

	Direction	
	FloorObjectCurrent	
	FloorObjectOld	
	FurreColors	Furcadia Color Code (v31c)
	FurreDescription	Furcadia Description
	FurreID	Furre ID
	Gender	Obsolete.
	Group	
	LastPosition	The Position the Furre Moved from
	LastStat	
	Level	
	Message	Last Message Furre had
	Name	Furcadia Name
	PawObjectCurrent	
	PawObjectOld	
	Pose	Furre Pose
	Position	Current position where the Furre is standing
	ShortName	Furcadia Shortname format for Furre Name
	Visible	
	WasVisible	

[Top](#)



Methods

	Name	Description
	Equals	(Overrides ObjectEquals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	(Overrides ObjectGetHashCode.)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToFurcadiaID	
	ToFurcadiaID(FuncIFurre, Int32)	
	ToString	(Overrides ObjectToString .)
	ToString(FuncIFurre, String)	






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Operators

	Name	Description
	Equality	
	Inequality	

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
≡	Furre	Initializes a new instance of the Furre class
≡	Furre(Int32)	Initializes a new instance of the Furre class
≡	Furre(String)	Furre Constructor with Name
≡	Furre(Int32, String)	Initializes a new instance of the Furre class

[Top](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Furre](#) class

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre()
```

See Also

Reference

[Furre Class](#)

[Furre Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Constructor (Int32)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Furre](#) class

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre(  
    int FurreID  
)
```

Parameters

FurreID

Type: **SystemInt32**

[Missing <param name="FurreID"/> documentation for
"M:Furcadia.Net.DreamInfo.Furre.#ctor(System.Int32)"]

See Also

Reference

[Furre Class](#)

[Furre Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Constructor (String)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Constructor with Name

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre(  
    string Name  
)
```

Parameters

Name

Type: **SystemString**

[Missing <param name="Name"/> documentation for
"M:Furcadia.Net.DreamInfo.Furre.#ctor(System.String)"]

See Also

Reference

[Furre Class](#)

[Furre Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Constructor (Int32, String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Furre](#) class

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre(  
    int FurreID,  
    string Name  
)
```

Parameters

FurreID

Type: **SystemInt32**

[Missing <param name="FurreID"/> documentation for
"M:Furcadia.Net.DreamInfo.Furre.#ctor(System.Int32,System.String)"]

Name

Type: **SystemString**

[Missing <param name="Name"/> documentation for
"M:Furcadia.Net.DreamInfo.Furre.#ctor(System.Int32,System.String)"]

See Also

Reference

[Furre Class](#)

[Furre Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

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Furre Properties







Furcadia Framework For Third Party Programs




This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Furre](#) type exposes the following members.

Properties

	Name	Description
	AfkTime	Away from keyboard time
	BeekinBadge	
	Direction	
	FloorObjectCurrent	
	FloorObjectOld	
	FurreColors	Furcadia Color Code (v31c)
	FurreDescription	Furcadia Description
	FurreID	Furre ID
	Gender	Obsolete.
	Group	
	LastPosition	The Position the Furre Moved from
	LastStat	
	Level	
	Message	Last Message Furre had
	Name	Furcadia Name
	PawObjectCurrent	
	PawObjectOld	
	Pose	Furre Pose
	Position	Current position where the Furre is standing

	ShortName	Furcadia Shortname format for Furre Name
	Visible	
	WasVisible	

[Top](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreAfkTime Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Away from keyboard time

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int AfkTime { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreBeekinBadge Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.BeekinBadge"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public string BeekinBadge { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreDirection Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.Direction"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public Avatarav_DIR Direction { get; set; }
```

Property Value

Type: [Avatarav_DIR](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreFloorObjectCurrent Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"P:Furcadia.Net.DreamInfo.Furre.FloorObjectCurrent"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public uint FloorObjectCurrent { get; set; }
```

Property Value

Type: **UInt32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreFloorObjectOld Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.FloorObjectOld"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public uint FloorObjectOld { get; set; }
```

Property Value

Type: **UInt32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreFurreColors Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Color Code (v31c)

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ColorString FurreColors { get; set; }
```

Property Value

Type: [ColorString](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreFurreDescription Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Description

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string FurreDescription { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreFurreID Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre ID

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int FurreID { get; set; }
```

Property Value

Type: **Int32**

Implements

[IFurreFurreID](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreGender Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Note: This API is now obsolete.

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.Gender"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[ObsoleteAttribute]  
public int Gender { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreGroup Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.Group"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Group { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreLastPosition Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The Position the Furre Moved from

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurrePosition LastPosition { get; set; }
```

Property Value

Type: [FurrePosition](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreLastStat Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.LastStat"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int LastStat { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreLevel Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.Level"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int Level { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreMessage Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Last Message Furre had

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Message { get; set; }
```

Property Value

Type: **String**

Implements

[IFurreMessage](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcName Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Name

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Property Value

Type: **String**

Implements

[IFurcName](#)

See Also

Reference

[Furc Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

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FurrePawObjectCurrent Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.PawObjectCurrent"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public uint PawObjectCurrent { get; set; }
```

Property Value

Type: **UInt32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePawObjectOld Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.PawObjectOld"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public uint PawObjectOld { get; set; }
```

Property Value

Type: **UInt32**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePose Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Pose

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public AvatarFurrePose Pose { get; set; }
```

Property Value

Type: [AvatarFurrePose](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrePosition Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current position where the Furre is standing

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurrePosition Position { get; set; }
```

Property Value

Type: [FurrePosition](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreShortName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Shortname format for Furre Name

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public string ShortName { get; }
```

Property Value

Type: **String**

Implements

[IFurreShortName](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreVisible Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.Visible"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

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

Property Value

Type: **Boolean**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreWasVisible Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furre.WasVisible"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool WasVisible { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

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Furre Methods










Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Furre](#) type exposes the following members.

Methods

	Name	Description
	Equals	(Overrides ObjectEquals(Object).)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	(Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToFurcadialID	
	ToFurcadialID(FuncIFurre, Int32)	
	ToString	(Overrides ObjectToString.)
	ToString(FuncIFurre, String)	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreEquals Method Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Furre.Equals(System.Object)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **System.Object**

[Missing <param name="obj"/> documentation for
"M:Furcadia.Net.DreamInfo.Furre.Equals(System.Object)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Furre.Equals(System.Object)"]

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreGetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.Furre.GetHashCode"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Net.DreamInfo.Furre.GetHashCode"]

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





FurreToFurcadiaID Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ToFurcadiaID	
	ToFurcadiaID(FuncIFurre, Int32)	

[Top](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreToFurcadiaID Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.Furre.ToFurcadiaID"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int ToFurcadiaID()
```

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Net.DreamInfo.Furre.ToFurcadiaID"]

See Also

Reference

[Furre Class](#)

[ToFurcadiaID Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreToFurcadiaID Method (FuncIFurre, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Net.DreamInfo.Furre.ToFurcadiaID(System.Func{Furcadia.Net.DreamInfo.IFurre,Sy

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int ToFurcadiaID(  
    Func<IFurre, int> format  
)
```

Parameters

format

Type: [System.FuncIFurre](#), [Int32](#)

[Missing <param name="format"/> documentation for

"M:Furcadia.Net.DreamInfo.Furre.ToFurcadiaID(System.Func{Furcadia.Net.DreamInfo.IFurre,Sy

Return Value

Type: [Int32](#)

[Missing <returns> documentation for

"M:Furcadia.Net.DreamInfo.Furre.ToFurcadiaID(System.Func{Furcadia.Net.DreamInfo.IFurre,Sy

See Also

Reference

[Furre Class](#)

[ToFurcadiaID Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





FurreToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ToString	(Overrides ObjectToString .)
	ToString(FuncIFurre, String)	

[Top](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.Furre.ToString"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Net.DreamInfo.Furre.ToString"]

See Also

Reference

[Furre Class](#)

[ToString Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreToString Method (FuncIFurre, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Furre.ToString(System.Func{Furcadia.Net.DreamInfo.IFurre,System.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string ToString(  
    Func<IFurre, string> format  
)
```

Parameters

format

Type: [System.FuncIFurre](#), [String](#)

[Missing <param name="format"/> documentation for
"M:Furcadia.Net.DreamInfo.Furre.ToString(System.Func{Furcadia.Net.DreamInfo.IFurre,Syste

Return Value

Type: [String](#)

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.Furre.ToString(System.Func{Furcadia.Net.DreamInfo.IFurre,System.

See Also

Reference

[Furre Class](#)

[ToString Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furre Operators



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Furre](#) type exposes the following members.

Operators

	Name	Description
	Equality	
	Inequality	

[Top](#)

See Also

Reference

[Furre Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreEquality Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Equality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.DreamInfo.Furre)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool operator ==(
    Furre a,
    IFurre b
)
```

Parameters

a

Type: [Furcadia.Net.DreamInfoFurre](#)

[Missing <param name="a"/> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Equality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.DreamInfo.Furre)"]

b

Type: [Furcadia.Net.DreamInfoIFurre](#)

[Missing <param name="b"/> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Equality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.DreamInfo.Furre)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Equality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.DreamInfo.Furre)"]

See Also

Reference

[Furre Class](#)

Furcadia.Net.DreamInfo Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreInequality Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Inequality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.Dre

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool operator !=(
    Furre a,
    IFurre b
)
```

Parameters

a

Type: [Furcadia.Net.DreamInfoFurre](#)

[Missing <param name="a"/> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Inequality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.I

b

Type: [Furcadia.Net.DreamInfoIFurre](#)

[Missing <param name="b"/> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Inequality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.I

Return Value

Type: **Boolean**

[Missing <returns> documentation for

"M:Furcadia.Net.DreamInfo.Furre.op_Inequality(Furcadia.Net.DreamInfo.Furre,Furcadia.Net.Dre

See Also

Reference

[Furre Class](#)

Furcadia.Net.DreamInfo Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreList Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre List information for a Furcadia Dream

This class acts like an enhanced List(of <T>) because you can Select a Furre by Item as well as index

Inheritance Hierarchy

SystemObject Furcadia.Net.DreamInfoFurreList

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class FurreList : IList<Furre>,
    ICollection<Furre>, IEnumerable<Furre>, IEnum
    ICollection
```



The **FurreList** type exposes the following members.






Constructors

	Name	Description
	FurreList	Initializes a new instance of the FurreList class

[Top](#)








Properties





	Name	Description
	Count	Number of Avatars in the Dream
	IsReadOnly	

	IsSynchronized	
	ItemInt32	
	ItemFurre	Gets or set the Furre at index of fur
	SyncRoot	
	ToIList	Convert Furre List to IList

[Top](#)


Methods

	Name	Description
	Add	
	Clear	
	Contains(Int32)	
	Contains(String)	
	Contains(Furre)	
	CopyTo(Array, Int32)	
	CopyTo(Furre, Int32)	
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GerFurreByName	
	GetEnumerator	
	GetFurreByID(Int32)	get a Furre from the Furrelist by its integer idd
	GetFurreByID(Base220)	Get's a Furre from the Dream List bu it's ID
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	IndexOf	
	Insert	
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

	Remove(Int32)	Removes a Furre based on their Furre ID
	Remove(Furre)	
	RemoveAt	
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	fList	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreList Constructor Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurreList](#) class

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurreList()
```

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreList Properties








Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurreList](#) type exposes the following members.

Properties

	Name	Description
	Count	Number of Avatars in the Dream
	IsReadOnly	
	IsSynchronized	
	ItemInt32	
	ItemFurre	Gets or set the Furre at index of fur
	SyncRoot	
	ToIList	Convert Furre List to IList

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListCount Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Number of Avatars in the Dream

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Int32**

Implements

ICollectionTCount

ICollectionCount

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrielIsReadOnly Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furriel.IsReadOnly"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsReadOnly { get; }
```

Property Value

Type: **Boolean**

Implements

ICollectionTIsReadOnly

See Also

Reference

[Furriel Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrielIsSynchronized Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.Furriel.IsSynchronized"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsSynchronized { get; }
```

Property Value

Type: **Boolean**

Implements

ICollectionIsSynchronized

See Also

Reference

[Furriel Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





FurreListItem Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ItemInt32	
	ItemFurre	Gets or set the Furre at index of fur

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListItem Property (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.FurreList.Item(System.Int32)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Furre this[
    int index
] { get; set; }
```

Parameters

index

Type: **SystemInt32**

Return Value

Type: [Furre](#)

Implements

IListTItemInt32

See Also

Reference

[FurreList Class](#)

[Item Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListItem Property (Furre)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or set the Furre at index of fur

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre this[
    Furre fur
] { get; set; }
```

Parameters

fur

Type: [Furcadia.Net.DreamInfoFurre](#)
Furre

Return Value

Type: [Furre](#)

See Also

Reference

[FurreList Class](#)

[Item Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListSyncRoot Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.FurreList.SyncRoot"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Object SyncRoot { get; }
```

Property Value

Type: **Object**

Implements

ICollectionSyncRoot

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListToIList Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Convert Furre List to **IList**

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IList<Furre> ToIList { get; }
```

Property Value

Type: **IList**[Furre](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreList Methods

Furcadia Framework For Third Party Programs





This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurreList](#) type exposes the following members.






Methods

	Name	Description
⇒💎	Add	
⇒💎	Clear	
⇒💎	Contains(Int32)	
⇒💎	Contains(String)	
⇒💎	Contains(Furre)	
⇒💎	CopyTo(Array, Int32)	
⇒💎	CopyTo(Furre, Int32)	
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GerFurreByName	
⇒💎	GetEnumerator	
⇒💎	GetFurreByID(Int32)	get a Furre from the Furrelist by its integer idd
⇒💎	GetFurreByID(Base220)	Get's a Furre from the Dream List bu it's ID
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
⇒💎	IndexOf	
⇒💎	Insert	
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

	Remove(Int32)	Removes a Furre based on their Furre ID
	Remove(Furre)	
	RemoveAt	
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrcListAdd Method

Furrcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furrcadia.Net.DreamInfo.FurrcList.Add(Furrcadia.Net.DreamInfo.Furrc)"]

Namespace: [Furrcadia.Net.DreamInfo](#)

Assembly: FurrcadiaLib (in FurrcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Add(  
    Furrc Furrc  
)
```

Parameters

Furrc

Type: [Furrcadia.Net.DreamInfoFurrc](#)

[Missing <param name="Furrc"/> documentation for
"M:Furrcadia.Net.DreamInfo.FurrcList.Add(Furrcadia.Net.DreamInfo.Furrc)"]

Implements

ICollectionTAdd(T)

See Also

Reference

[FurrcList Class](#)

[Furrcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListClear Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Clear"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public void Clear()
```

Implements

ICollectionTClear

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)






FurreListContains Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Contains(Int32)	
	Contains(String)	
	Contains(Furre)	

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListContains Method (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Contains(System.Int32)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool Contains(  
    int FurreID  
)
```

Parameters

FurreID

Type: **SystemInt32**

[Missing <param name="FurreID"/> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Contains(System.Int32)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Contains(System.Int32)"]

See Also

Reference

[FurreList Class](#)

[Contains Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

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FurreListContains Method (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Contains(System.String)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool Contains(  
    string FurreName  
)
```

Parameters

FurreName

Type: **SystemString**

[Missing <param name="FurreName"/> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Contains(System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Contains(System.String)"]

See Also

Reference

[FurreList Class](#)

[Contains Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListContains Method (Furre)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Contains(Furcadia.Net.DreamInfo.Furre)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool Contains(  
    Furre Furre  
)
```

Parameters

Furre

Type: [Furcadia.Net.DreamInfoFurre](#)

[Missing <param name="Furre"/> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Contains(Furcadia.Net.DreamInfo.Furre)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Net.DreamInfo.FurreList.Contains(Furcadia.Net.DreamInfo.Furre)"]

Implements

ICollectionTContains(T)

See Also

Reference

[FurreList Class](#)

[Contains Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





FurreListCopyTo Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	CopyTo(Array, Int32)	
	CopyTo(Furre, Int32)	

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListCopyTo Method (Array, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.CopyTo(System.Array,System.Int32)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void CopyTo(  
    Array array,  
    int index  
)
```

Parameters

array

Type: **SystemArray**

[Missing <param name="array"/> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.CopyTo(System.Array,System.Int32)"]

index

Type: **SystemInt32**

[Missing <param name="index"/> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.CopyTo(System.Array,System.Int32)"]

Implements

ICollectionCopyTo(Array, Int32)

See Also

Reference

[FurreList Class](#)

[CopyTo Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListCopyTo Method (Furre, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Net.DreamInfo.FurreList.CopyTo(Furcadia.Net.DreamInfo.Furre[],System.Int32)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public void CopyTo(  
    Furre[] array,  
    int arrayIndex  
)
```

Parameters

array

Type: [Furcadia.Net.DreamInfoFurre](#)

[Missing <param name="array"/> documentation for

"M:Furcadia.Net.DreamInfo.FurreList.CopyTo(Furcadia.Net.DreamInfo.Furre[],System.Int32)"]

arrayIndex

Type: [SystemInt32](#)

[Missing <param name="arrayIndex"/> documentation for

"M:Furcadia.Net.DreamInfo.FurreList.CopyTo(Furcadia.Net.DreamInfo.Furre[],System.Int32)"]

Implements

ICollectionTCopyTo(T, Int32)

See Also

Reference

[FurreList Class](#)

[CopyTo Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListGerFurreByName Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.GerFurreByName(System.String)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Furre GerFurreByName(  
    string sname  
)
```

Parameters

sname

Type: **SystemString**

[Missing <param name="sname"/> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.GerFurreByName(System.String)"]

Return Value

Type: [Furre](#)

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.GerFurreByName(System.String)"]

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrielGetEnumerator Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.Furriel.GetEnumerator"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public IEnumerator GetEnumerator()
```

Return Value

Type: **IEnumerator**

[Missing <returns> documentation for "M:Furcadia.Net.DreamInfo.Furriel.GetEnumerator"]

Implements

IEnumerableGetEnumerator

See Also

Reference

[Furriel Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListGetFurreByID Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒💜	GetFurreByID(Int32)	get a Furre from the Furrelist by its integer idd
⇒💜	GetFurreByID(Base220)	Get's a Furre from the Dream List bu it's ID

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListGetFurreByID Method (Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

get a Furre from the Furrelist by its integer idd

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre GetFurreByID(  
    int FurreID  
)
```

Parameters

FurreID

Type: **SystemInt32**

Furre ID as integer

Return Value

Type: [Furre](#)

Furre

See Also

Reference

[FurreList Class](#)

[GetFurreByID Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListGetFurreByID Method (Base220)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Get's a Furre from the Dream List bu it's ID

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre GetFurreByID(  
    Base220 FurreID  
)
```

Parameters

FurreID

Type: [Furcadia.TextBase220](#)

Base220 4 byte string representing the Furre ID

Return Value

Type: [Furre](#)

[Missing <returns> documentation for

"M:Furcadia.Net.DreamInfo.FurreList.GetFurreByID(Furcadia.Text.Base220)"]

See Also

Reference

[FurreList Class](#)

[GetFurreByID Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrcListIndexOf Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.FurrcList.IndexOf(Furcadia.Net.DreamInfo.Furrc)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

Copy

```
public int IndexOf(  
    Furrc Furrc  
)
```

Parameters

Furrc

Type: [Furcadia.Net.DreamInfoFurrc](#)

[Missing <param name="Furrc"/> documentation for
"M:Furcadia.Net.DreamInfo.FurrcList.IndexOf(Furcadia.Net.DreamInfo.Furrc)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.FurrcList.IndexOf(Furcadia.Net.DreamInfo.Furrc)"]

Implements

IListTIndexOf(T)

See Also

Reference

[FurrcList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurrielInsert Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Net.DreamInfo.Furriel.Insert(System.Int32,Furcadia.Net.DreamInfo.Furriel)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public void Insert(  
    int index,  
    Furriel item  
)
```

Parameters

index

Type: **SystemInt32**

[Missing <param name="index"/> documentation for

"M:Furcadia.Net.DreamInfo.Furriel.Insert(System.Int32,Furcadia.Net.DreamInfo.Furriel)"]

item

Type: [Furcadia.Net.DreamInfoFurriel](#)

[Missing <param name="item"/> documentation for

"M:Furcadia.Net.DreamInfo.Furriel.Insert(System.Int32,Furcadia.Net.DreamInfo.Furriel)"]

Implements

IListTInsert(Int32, T)

See Also

Reference

[Furriel Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

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FurreListRemove Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Remove(Int32)	Removes a Furre based on their Furre ID
	Remove(Furre)	

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreListRemove Method (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes a Furre based on their Furre ID

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Remove(  
    int FurreID  
)
```

Parameters

FurreID

Type: **SystemInt32**

[Missing <param name="FurreID"/> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Remove(System.Int32)"]

See Also

Reference

[FurreList Class](#)

[Remove Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

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FurreListRemove Method (Furre)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Remove(Furcadia.Net.DreamInfo.Furre)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool Remove(  
    Furre item  
)
```

Parameters

item

Type: [Furcadia.Net.DreamInfoFurre](#)

[Missing <param name="item"/> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Remove(Furcadia.Net.DreamInfo.Furre)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Net.DreamInfo.FurreList.Remove(Furcadia.Net.DreamInfo.Furre)"]

Implements

ICollectionTRemove(T)

See Also

Reference

[FurreList Class](#)

[Remove Overload](#)

[Furcadia.Net.DreamInfo Namespace](#)

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FurrcListRemoveAt Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.DreamInfo.FurrcList.RemoveAt(System.Int32)"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public void RemoveAt(  
    int index  
)
```

Parameters

index

Type: **SystemInt32**

[Missing <param name="index"/> documentation for
"M:Furcadia.Net.DreamInfo.FurrcList.RemoveAt(System.Int32)"]

Implements

IListTRemoveAt(Int32)

See Also

Reference

[FurrcList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurreList Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurreList](#) type exposes the following members.

Fields

	Name	Description
	fList	

[Top](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

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FurreListfList Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.DreamInfo.FurreList.fList"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
protected static IList<Furre> fList
```

Field Value

Type: **IList**[Furre](#)

See Also

Reference

[FurreList Class](#)

[Furcadia.Net.DreamInfo Namespace](#)

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IDream Interface

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.DreamInfo.IDream"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# | VB | C++ | F#

[Copy](#)

```
public interface IDream
```

The **IDream** type exposes the following members.

Properties

	Name	Description
	IsModern	Gets or sets a value indicating whether this instance is modern.
	Name	Gets or sets the name.

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

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IDream Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IDream](#) type exposes the following members.

Properties

	Name	Description
	IsModern	Gets or sets a value indicating whether this instance is modern.
	Name	Gets or sets the name.

[Top](#)

See Also

Reference

[IDream Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IDreamIsModern Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets a value indicating whether this instance is modern.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
bool IsModern { get; }
```

Property Value

Type: **Boolean**

true if this instance is modern; otherwise, **false**.

See Also

Reference

[IDream Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IDreamName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the name.

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **String**

The name.

See Also

Reference

[IDream Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IFurre Interface

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Class Interface

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public interface IFurre
```

The **IFurre** type exposes the following members.

Properties

	Name	Description
	FurreID	Implements the FurreID or unique furre identifier
	Message	
	Name	implements the Furre;s Name Property
	ShortName	implements the Furre;s Name Property

[Top](#)

See Also

Reference

[Furcadia.Net.DreamInfo Namespace](#)

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IFurre Properties





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IFurre](#) type exposes the following members.

Properties

	Name	Description
	FurreID	Implements the FurreID or unique furre identifier
	Message	
	Name	implements the Furre;s Name Property
	ShortName	implements the Furre;s Name Property

[Top](#)

See Also

Reference

[IFurre Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

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IFurreFurreID Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the FurreID or unique furre identifier

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
int FurreID { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[IFurre Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

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IFurreMessage Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.DreamInfo.IFurre.Message"]

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
string Message { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[IFurre Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IFurreName Property Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

implements the Furre;s Name Property

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
string Name { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[IFurre Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IFurreShortName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

implements the Furre;s Name Property

Namespace: [Furcadia.Net.DreamInfo](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
string ShortName { get; }
```

Property Value

Type: **String**

See Also

Reference

[IFurre Interface](#)

[Furcadia.Net.DreamInfo Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.Options Namespace




Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Options"]

Classes

	Class	Description
	ClientOptions	Game server connection settings collection
	ProxyOptions	Configuration options for NetProxy
	ServerOptions	Configuration Settings for the Furcadia Client to connect to We're pretending to be the Furcadia Game Server

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptions Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Game server connection settings collection

Inheritance Hierarchy

SystemObject **Furcadia.Net.OptionsClientOptions**

[Furcadia.Net.OptionsProxyOptions](#)

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ClientOptions
```



The **ClientOptions** type exposes the following members.

Constructors

	Name	Description
	ClientOptions	Initializes a new instance of the ClientOptions class
	ClientOptions(String, Int32)	Initializes a new instance of the ClientOptions class







[Top](#)

Properties

	Name	Description
	GameServerHost	Host name or IP of the game server
	GameServerPort	Game server TCP Port



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	FurcadiaFilePaths	Furcadia Paths File Path Structure.
	FurcadiaUtilities	Furcadia Utilities

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.Options Namespace](#)

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ClientOptions Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ClientOptions	Initializes a new instance of the ClientOptions class
	ClientOptions(String, Int32)	Initializes a new instance of the ClientOptions class

[Top](#)

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptions Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ClientOptions](#) class

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected ClientOptions()
```

See Also

Reference

[ClientOptions Class](#)

[ClientOptions Overload](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptions Constructor (String, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ClientOptions](#) class

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
protected ClientOptions(  
    string host,  
    int port  
)
```

Parameters

host

Type: **SystemString**

[Missing <param name="host"/> documentation for
"M:Furcadia.Net.Options.ClientOptions.#ctor(System.String,System.Int32)"]

port

Type: **SystemInt32**

[Missing <param name="port"/> documentation for
"M:Furcadia.Net.Options.ClientOptions.#ctor(System.String,System.Int32)"]

See Also

Reference

[ClientOptions Class](#)

[ClientOptions Overload](#)

[Furcadia.Net.Options Namespace](#)

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ClientOptions Properties



Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ClientOptions](#) type exposes the following members.

Properties

	Name	Description
	GameServerHost	Host name or IP of the game server
	GameServerPort	Game server TCP Port

[Top](#)

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptionsGameServerHost Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Host name or IP of the game server

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GameServerHost { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptionsGameServerPort Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Game server TCP Port

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GameServerPort { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptions Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ClientOptions](#) type exposes the following members.

Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔗	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
🔗	AsDouble	(Defined by ObjectExtensions .)
🔗	AsInt16	(Defined by ObjectExtensions .)
🔗	AsInt32	(Defined by ObjectExtensions .)
🔗	AsInt64	(Defined by ObjectExtensions .)
🔗	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





ClientOptions Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ClientOptions](#) type exposes the following members.

Fields

	Name	Description
	FurcadiaFilePaths	Furcadia Paths File Path Structure.
	FurcadiaUtilities	Furcadia Utilities

[Top](#)

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ClientOptionsFurcadiaFilePaths Field

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Paths File Path Structure.

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected Paths FurcadiaFilePaths
```

Field Value

Type: [Paths](#)

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

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ClientOptionsFurcadiaUtilities Field

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Utilities

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected Utilities FurcadiaUtilities
```

Field Value

Type: [Utilities](#)

See Also

Reference

[ClientOptions Class](#)

[Furcadia.Net.Options Namespace](#)

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ProxyOptions Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Configuration options for NetProxy

Inheritance Hierarchy

SystemObject [Furcadia.Net.OptionsClientOptions](#)
Furcadia.Net.OptionsProxyOptions

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ProxyOptions : ClientOptions
```



The **ProxyOptions** type exposes the following members.









Constructors

	Name	Description
	ProxyOptions	Default settings localhostport = 6700 furcprocess = "Furcadia.exe"

[Top](#)







Properties

	Name	Description
	CharacterIniFile	Character Ini file to connect to the Game server with
	ConnectionRetries	Gets or sets the connection retries.
	ConnectionTimeOut	Gets or sets the connection time out.

		
	FurcadiaInstallPath	Furcadia working folder path to the Client install we want to use
	FurcadiaProcess	Furcadia Client executable
	GameServerHost	Host name or IP of the game server (Inherited from ClientOptions.)
	GameServerPort	Game server TCP Port (Inherited from ClientOptions.)
	LocalhostPort	Localhost TCP port
	ProxyHost	Host name or IP Address for the proxy server Defaults to "localhost"
	Standalone	Allow the connection to stay open after the client drops?



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as the default hash function. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	Returns a string that represents the current object. (Inherited from Object.)

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Fields

	Name	Description
	FurcadiaFilePaths	Furcadia Paths File Path Structure. (Inherited from ClientOptions.)
	FurcadiaUtilities	Furcadia Utilities

(Inherited from [ClientOptions.](#))

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptions Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default settings

localhostport = 6700

furcprocess = "Furcadia.exe"

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ProxyOptions()
```

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptions Properties











Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxyOptions](#) type exposes the following members.

Properties

	Name	Description
	CharacterIniFile	Character Ini file to connect to the Game server with
	ConnectionRetries	Gets or sets the connection retries.
	ConnectionTimeout	Gets or sets the connection time out.
	FurcadiaInstallPath	Furcadia working folder path to the Client install we want to use
	FurcadiaProcess	Furcadia Client executable
	GameServerHost	Host name or IP of the game server (Inherited from ClientOptions .)
	GameServerPort	Game server TCP Port (Inherited from ClientOptions .)
	LocalhostPort	Localhost TCP port
	ProxyHost	Host name or IP Address for the proxy server Defaults to "localhost"
	Standalone	Allow the connection to stay open after the client drops?

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See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsCharacterIniFile Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Character Ini file to connect to the Game server with

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string CharacterIniFile { get; set; }
```

Property Value

Type: **String**

Remarks

Furcadia.Exe Command Line options

If only a Character.ini is Specified then NetProxy will Connect with Legacy Connection.

If NoArguments specified then we'll login with Account Login window

If we use -url="" We can Open the client and the server will select the character for us and bypass the Account Login Screen and the Game News feed

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsConnectionRetries Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the connection retries.

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int ConnectionRetries { get; set; }
```

Property Value

Type: **Int32**

Number of reconnection attempts

Default: 5 tries

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsConnectionTimeOut Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the connection time out.

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int ConnectionTimeOut { get; set; }
```

Property Value

Type: **Int32**

Time out in seconds

Default: 10 seconds

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsFurcadiaInstallPathProperty

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia working folder path to the Client install we want to use

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string FurcadiaInstallPath { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsFurcadiaProcess Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Client executable

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string FurcadiaProcess { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsLocalhostPort Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Localhost TCP port

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int LocalhostPort { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsProxyHost Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Host name or IP Address for the proxy server

Defaults to "localhost"

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ProxyHost { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptionsStandalone Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allow the connection to stay open after the client drops?

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

Remarks

if standalone is enabled.. then we can skip, Furcadia Client Login with Firewall/Proxy settings and manage the client triggers ourselves

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxyOptions Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ProxyOptions](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





ProxyOptions Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxyOptions](#) type exposes the following members.

Fields

	Name	Description
	FurcadiaFilePaths	Furcadia Paths File Path Structure. (Inherited from ClientOptions .)
	FurcadiaUtilities	Furcadia Utilities (Inherited from ClientOptions .)

[Top](#)

See Also

Reference

[ProxyOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerOptions Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Configuration Settings for the Furcadia Client to connect to

We're pretending to be the Furcadia Game Server

Inheritance Hierarchy

SystemObject **Furcadia.Net.OptionsServerOptions**

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ServerOptions
```




The **ServerOptions** type exposes the following members.




Constructors

	Name	Description
	ServerOptions	Initializes a new instance of the ServerOptions class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function.

		(Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerOptions Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ServerOptions](#) class

Namespace: [Furcadia.Net.Options](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ServerOptions()
```

See Also

Reference

[ServerOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerOptions Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ServerOptions](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[ServerOptions Class](#)

[Furcadia.Net.Options Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.Pounce Namespace





Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Pounce"]

Classes

	Class	Description
	PounceClient	Generic Class to use the Pounce server
	PounceConnection	Base class for handling the Pounce Server Connections
	PounceFurre	Pounce info for Furre online status
	PounceIni	

Delegates

	Delegate	Description
	PounceConnectionPounceResponse	

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClient Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Generic Class to use the Pounce server

Inheritance Hierarchy

SystemObject [Furcadia.Net.PouncePounceConnection](#)
Furcadia.Net.PouncePounceClient

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class PounceClient : PounceConnection,
    IDisposable
```

The **PounceClient** type exposes the following members.





Constructors

	Name	Description
	PounceClient	Default Constructor Pounce server updates on a 30 second cron-job and returns a list of Fures Currently on-line
	PounceClient(String, String)	Set up the default Pounce Client and Friends List and Dream List Pounce server updates on a 30 second cron-job and returns a list of Fures Currently on-line

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







Properties




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

	FurreList	
	NumberOfDreamsOnMainMaps	(Inherited from PounceConnection .)
	OnlineList	File path to List of fures to check online status
	RawResponse	When a response from the server is received this property will contain the raw HTTP string. (Inherited from PounceConnection .)

[Top](#)


Methods

	Name	Description
	AddFriend	Adds a friend to a list of friends. Throws a Exception on non alphanumeric string. (Inherited from PounceConnection .)
	CheckFriendName	Checks a friend's name to make sure it is a valid alpha numeric (a-z0-9). Furcadia short-name format is lowercase alpha-numeric strings (Inherited from PounceConnection .)
	CheckFriendNames	Iterates through friend's names to make sure they are valid alpha numeric (a-z0-9). (Inherited from PounceConnection .)
	ClearFriends	Removes everyone from the friends list. (Inherited from PounceConnection .)
	Connect	Connects to the on-line check server and sends a on-line check request (Inherited from PounceConnection .)
	ConnectAsync	Connects asynchronously to the on-line check server and sends a request without affecting the executing thread. (Inherited from PounceConnection .)
	Dispose	Implement IDisposable and Dispose of PounceTimer
	Dispose(Boolean)	Releases the unmanaged resources used by the PounceClient and optionally releases the managed resources
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)

	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RemoveFriend	Removes specified name from the list (Inherited from PounceConnection .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)






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Events

	Name	Description
	Response	Called when a on-line check request sends a response. First argument is a list of players on-line. (Inherited from PounceConnection .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





PounceClient Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	PounceClient	Default Constructor Pounce server updates on a 30 second cron-job and returns a list of Fures Currently on-line
	PounceClient(String, String)	Set up the default Pounce Client and Friends List and Dream List Pounce server updates on a 30 second cron-job and returns a list of Fures Currently on-line

[Top](#)

See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClient Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Default Constructor

Pounce server updates on a 30 second cron-job and returns a list of Furies
Currently on-line

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public PounceClient()
```

See Also

Reference

[PounceClient Class](#)

[PounceClient Overload](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClient Constructor (String, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set up the default Pounce Client and Friends List and Dream List

Pounce server updates on a 30 second cron-job and returns a list of Fures
Currently on-line

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public PounceClient(  
    string[] FurreList,  
    string[] DreamList  
)
```

Parameters

FurreList

Type: **SystemString**

Furre List as string array

DreamList

Type: **SystemString**

dream list as s string array

See Also

Reference

[PounceClient Class](#)

[PounceClient Overload](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClient Properties





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [PounceClient](#) type exposes the following members.

Properties

	Name	Description
	FurreList	
	NumberOfDreamsOnMainMaps	(Inherited from PounceConnection .)
	OnlineList	File path to List of fures to check online status
	RawResponse	When a response from the server is received this property will contain the raw HTTP string. (Inherited from PounceConnection .)

[Top](#)

See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClientFurreList Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Pounce.PounceClient.FurreList"]

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public List<PounceFurre> FurreList { get; }
```

Property Value

Type: **List**[PounceFurre](#)

See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClientOnlineList Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

File path to List of fures to check online status

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string OnlineList { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClient Methods

Furcadia Framework For Third Party
Programs




This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [PounceClient](#) type exposes the following members.






Methods

	Name	Description
⇒💜	AddFriend	Adds a friend to a list of friends. Throws a Exception on non alphanumeric string. (Inherited from PounceConnection .)
⇒💜	CheckFriendName	Checks a friend's name to make sure it is a valid alpha numeric (a-z0-9). Furcadia short-name format is lowercase alpha-numeric strings (Inherited from PounceConnection .)
⇒💜	CheckFriendNames	Iterates through friend's names to make sure they are valid alpha numeric (a-z0-9). (Inherited from PounceConnection .)
⇒💜	ClearFriends	Removes everyone from the friends list. (Inherited from PounceConnection .)
⇒💜	Connect	Connects to the on-line check server and sends a on-line check request (Inherited from PounceConnection .)
⇒💜	ConnectAsync	Connects asynchronously to the on-line check server and sends a request without affecting the executing thread. (Inherited from PounceConnection .)
⇒💜	Dispose	Implement IDisposable and Dispose of PounceTimer
⇒💜💡	Dispose(Boolean)	
⇒💜	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
⇒💜💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💜	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💜	GetType	Gets the Type of the current instance.

		(Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RemoveFriend	Removes specified name from the list (Inherited from PounceConnection .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





PounceClientDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Dispose	Implement IDisposable and Dispose of PounceTimer
	Dispose(Boolean)	Releases the unmanaged resources used by the PounceClient and optionally releases the managed resources

[Top](#)

See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClientDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implement IDisposable and Dispose of PounceTimer

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Dispose()
```

Implements

IDisposable.Dispose

See Also

Reference

[PounceClient Class](#)

[Dispose Overload](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceClientDispose Method (Boolean)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Releases the unmanaged resources used by the [PounceClient](#) and optionally releases the managed resources

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected virtual void Dispose(  
    bool disposing  
)
```

Parameters

disposing

Type: **SystemBoolean**

True to release both managed and unmanaged resources; false to release only unmanaged resources

See Also

Reference

[PounceClient Class](#)

[Dispose Overload](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)




PounceClient Events Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [PounceClient](#) type exposes the following members.

Events

	Name	Description
	Response	Called when a on-line check request sends a response. First argument is a list of players on-line. (Inherited from PounceConnection .)

[Top](#)

See Also

Reference

[PounceClient Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnection Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Base class for handling the Pounce Server Connections

Inheritance Hierarchy

SystemObject Furcadia.Net.PouncePounceConnection
Furcadia.Net.PouncePounceClient

Namespace: Furcadia.Net.Pounce

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# | VB | C++ | F#

Copy

```
public class PounceConnection
```




The **PounceConnection** type exposes the following members.



Constructors

	Name	Description
	PounceConnection	default constructor
	PounceConnection(String, String, String)	A HTTP web request

[Top](#)














Properties

	Name	Description
	EncoderPage	Set the Encoder to Windows 1252 encoding
	NumberOfDreamsOnMainMaps	
	RawResponse	When a response from the server is received this property

		will contain the raw HTTP string.
	Status	Pounce HTTP Status
	TotalFurresOnline	Total on-line Furre count retrieved from an on-line check request

[Top](#)

Methods

	Name	Description
	AddFriend	Adds a friend to a list of friends. Throws a Exception on non alphanumeric string.
	CheckFriendName	Checks a friend's name to make sure it is a valid alpha numeric (a-z0-9). Furcadia short-name format is lowercase alpha-numeric strings
	CheckFriendNames	Iterates through friend's names to make sure they are valid alpha numeric (a-z0-9).
	ClearFriends	Removes everyone from the friends list.
	Connect	Connects to the on-line check server and sends a on-line check request
	ConnectAsync	Connects asynchronously to the on-line check server and sends a request without affecting the executing thread.
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RemoveFriend	Removes specified name from the list
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Events

	Name	Description








Response

Called when a on-line check request sends a response. First argument is a list of players on-line.

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

Remarks

Pounce server returns a list on online objects (Furres,Dreams,Channels?)

See Also

Reference

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





PounceConnection Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	PounceConnection	default constructor
	PounceConnection(String, String, String)	A HTTP web request

[Top](#)

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnection Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

default constructor

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public PounceConnection()
```

See Also

Reference

[PounceConnection Class](#)

[PounceConnection Overload](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnection Constructor (String, String, String)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

A HTTP web request

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public PounceConnection(  
    string url,  
    string[] shortN_friends,  
    string[] Dreams  
)
```

Parameters

url

Type: **SystemString**

Url (i.e http://on.furcadia.com) or if you have a custom on-line check server use that instead

shortN_friends

Type: **SystemString**

Friends (shortname) (i.e emeraldflame instead of Emerald|Flame)

Dreams

Type: **SystemString**

String Array of Dreams

See Also

Reference

[PounceConnection Class](#)

[PounceConnection Overload](#)

Furcadia.Net.Pounce Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnection Properties






Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [PounceConnection](#) type exposes the following members.

Properties

	Name	Description
	EncoderPage	Set the Encoder to Windows 1252 encoding
	NumberOfDreamsOnMainMaps	
	RawResponse	When a response from the server is received this property will contain the raw HTTP string.
	Status	Pounce HTTP Status
	TotalFurresOnline	Total on-line Furre count retrieved from an on-line check request

[Top](#)

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionEncoderPage Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Set the Encoder to Windows 1252 encoding

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int EncoderPage { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionNumberOfDreamsOnMainMapsProperty

Furcadia
Framework
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P
Progr

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"P:Furcadia.Net.Pounce.PounceConnection.NumberOfDreamsOnMainMaps"]

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int NumberOfDreamsOnMainMaps { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionRawResponse Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

When a response from the server is received this property will contain the raw HTTP string.

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string RawResponse { get; }
```

Property Value

Type: **String**

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionStatus Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Pounce HTTP Status

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int Status { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionTotalFurresOnline Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Total on-line Furre count retrieved from an on-line check request

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int TotalFurresOnline { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnection Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [PounceConnection](#) type exposes the following members.

Methods

	Name	Description
⇒💎	AddFriend	Adds a friend to a list of friends. Throws a Exception on non alphanumeric string.
⇒💎	CheckFriendName	Checks a friend's name to make sure it is a valid alpha numeric (a-z0-9). Furcadia short-name format is lowercase alpha-numeric strings
⇒💎	CheckFriendNames	Iterates through friend's names to make sure they are valid alpha numeric (a-z0-9).
⇒💎	ClearFriends	Removes everyone from the friends list.
⇒💎	Connect	Connects to the on-line check server and sends a on-line check request
⇒💎	ConnectAsync	Connects asynchronously to the on-line check server and sends a request without affecting the executing thread.
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	RemoveFriend	Removes specified name from the list
⇒💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionAddFriend Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Adds a friend to a list of friends. Throws a Exception on non alphanumeric string.

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool AddFriend(  
    string name  
)
```

Parameters

name

Type: **SystemString**

A **String**

Return Value

Type: **Boolean**

A **Boolean**. True if successfully added friend name. False if name already added.

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionCheckFriendName Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Checks a friend's name to make sure it is a valid alpha numeric (a-z0-9).

Furcadia short-name format is lowercase alpha-numeric strings

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool CheckFriendName(  
    string shortNFriend  
)
```

Parameters

shortNFriend

Type: **SystemString**
Name of Friend.

Return Value

Type: **Boolean**

True: Friend name is fine. False otherwise.

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionCheckFriendNames Method

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Iterates through friend's names to make sure they are valid alpha numeric (a-z0-9).

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool CheckFriendNames()
```

Return Value

Type: **Boolean**

True: All friends names are fine. False otherwise.

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionClearFriends Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes everyone from the friends list.

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void ClearFriends()
```

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionConnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connects to the on-line check server and sends a on-line check request

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Connect()
```

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionConnectAsync Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connects asynchronously to the on-line check server and sends a request without affecting the executing thread.

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void ConnectAsync()
```

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionRemoveFriend Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Removes specified name from the list

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool RemoveFriend(  
    string name  
)
```

Parameters

name

Type: **SystemString**

Furre Name

Return Value

Type: **Boolean**

True on success

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnection Events


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [PounceConnection](#) type exposes the following members.

Events

	Name	Description
	Response	Called when a on-line check request sends a response. First argument is a list of players on-line.

[Top](#)

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionResponse Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Called when a on-line check request sends a response. First argument is a list of players on-line.

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event PounceConnectionPounceResponse Response
```

Value

Type: [Furcadia.Net.PouncePounceConnectionPounceResponse](#)

See Also

Reference

[PounceConnection Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceConnectionPounceResponse Delegate

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Net.Pounce.PounceConnection.PounceResponse"]

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public delegate void PounceResponse(  
    string[] friends,  
    string[] dreams  
)
```

Parameters

friends

Type: **SystemString**
Friends list

dreams

Type: **SystemString**
Dream list.

See Also

Reference

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurre Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Pounce info for Furre online status

Inheritance Hierarchy

SystemObject Furcadia.Net.PouncePounceFurre

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class PounceFurre : IFurre
```






The **PounceFurre** type exposes the following members.

Constructors

	Name	Description
	PounceFurre	Initializes a new instance of the PounceFurre class

[Top](#)

Properties

	Name	Description
	FurreID	
	Message	
	Name	Furre Name
	Online	Furre Currently online
	ShortName	

[WasOnline](#)

Furre Previous Online State

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.Pounce Namespace](#)Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurre Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [PounceFurre](#) class

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public PounceFurre()
```

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurre Properties







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [PounceFurre](#) type exposes the following members.

Properties

	Name	Description
	FurreID	
	Message	
	Name	Furre Name
	Online	Furre Currently online
	ShortName	
	WasOnline	Furre Previous Online State

[Top](#)

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurreFurreID Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Pounce.PounceFurre.FurreID"]

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int FurreID { get; set; }
```

Property Value

Type: **Int32**

Implements

[IFurreFurreID](#)

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurreMessage Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Pounce.PounceFurre.Message"]

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Message { get; set; }
```

Property Value

Type: **String**

Implements

[IFurreMessage](#)

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurreName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Name

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **String**

Implements

[IFurreName](#)

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurreOnline Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Currently online

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurreShortName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Pounce.PounceFurre.ShortName"]

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ShortName { get; }
```

Property Value

Type: **String**

Implements

[IFurreShortName](#)

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurreWasOnline Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furre Previous Online State

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceFurre Methods







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [PounceFurre](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[PounceFurre Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceIni Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Pounce.PounceIni"]

Inheritance Hierarchy

SystemObject Furcadia.Net.PouncePounceIni

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class PounceIni
```




The **PounceIni** type exposes the following members.




Constructors

	Name	Description
	PounceIni	Initializes a new instance of the PounceIni class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceIni Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [PounceIni](#) class

Namespace: [Furcadia.Net.Pounce](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public PounceIni()
```

See Also

Reference

[PounceIni Class](#)

[Furcadia.Net.Pounce Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



PounceIni Methods







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [PounceIni](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[PounceIni Class](#)

[Furcadia.Net.Pounce Namespace](#)

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Furcadia.Net.Proxy Namespace


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.


[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Proxy"]






Classes

	Class	Description
	ProxySession	This Instance handles the current Furcadia Session. Part1: Manage MonkeySpeak Engine Start,Stop,Restart. System Variables, MonkeySpeak Execution Triggers Part2: Furcadia Proxy Controls, In/Out Ports, Host, Character Ini file. Connect, Disconnect, Reconnect Part2a: Proxy Functions do link to Monkey Speak trigger execution Part3: This Class Links loosely to the GUI

Structures

	Structure	Description
	ProxySessionRep	

Delegates

	Delegate	Description
	ProxySessionClientStatusChangedEventHandler	
	ProxySessionDataHandler	Send Data to Furcadia Client or Game Server
	ProxySessionOnErrorEventHandler	
	ProxySessionProcessChannel	
	ProxySessionProcessInstruction	Send Server to Client Instruction object to Sub-classed for handling.

	ProxySessionServerStatusChangedEventHandler	
	ProxySessionThroatTiredEnabled	Throat Tired even handler

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ProxySession Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This Instance handles the current Furcadia Session.

Part1: Manage MonkeySpeak Engine Start,Stop,Restart. System Variables, MonkeySpeak Execution Triggers

Part2: Furcadia Proxy Controls, In/Out Ports, Host, Character Ini file. Connect, Disconnect, Reconnect

Part2a: Proxy Functions do link to Monkey Speak trigger execution

Part3: This Class Links loosely to the GUI

Inheritance Hierarchy

SystemObject [Furcadia.NetNetProxy](#)
Furcadia.Net.ProxyProxySession

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



C# | VB | C++ | F#

[Copy](#)

```
public class ProxySession : NetProxy,
    IDisposable
```














The **ProxySession** type exposes the following members.







Constructors

	Name	Description
	ProxySession	Initializes a new instance of the ProxySession class
	ProxySession(ProxyOptions)	Initializes a new instance of the ProxySession class

[Top](#)












Properties

	Name	Description
	BanishList	Gets the banish list.
	BanishName	Current Name for Banish Operations We mirror Furcadia's Banish system for efficiency
	BufferCapacity	Gets the buffer capacity. (Inherited from NetProxy .)
	Channel	Channel name?
	ClientConnectPhase	Current Connection Phase
	ClientStatus	Client Connection status
	ConnectedFurre	Connected Furre (Who we are)
	CurrentConnectionAttempt	Gets the current connection attempt. (Inherited from NetProxy .)
	Dream	Current Dream Information with Furre List
	EncoderPage	Encodig DEFAULT: Windows 1252 (Inherited from NetProxy .)
	ErrorMsg	
	ErrorNum	
	FurcadiaClientIsRunning	Gets a value indicating whether [the Furcadia lient is a running process]. (Inherited from NetProxy .)
	FurcadiaProcessID	Gets the furcadia process identifier. (Inherited from NetProxy .)
	HasShare	We have Dream Share or We are Dream owner
	InDream	
	IsClientSocketConnected	Gets a value indicating whether this instance is client socket connected. (Inherited from NetProxy .)
	IsServerSocketConnected	Check our connection status to the game server (Inherited from NetProxy .)

	Options	Gets or sets the options. (Inherited from NetProxy.)
	Player	Current Triggering player
	ServerConnectPhase	Current server connection phase
	ServerStatus	Server Connection status
	StandAlone	Allows the Furcadia Client to Disconnect from the session, allowing the session to remain connected to the game server
	ThroatTired	ServerQueue Throat Tired Mode When set, a Timer is created to make us wait till the time is clear to resume.

[Top](#)

Methods









	Name	Description
	ClientDisconnect	Disconnect from the Furcadia client (Inherited from NetProxy.)
	CloseClient	Disconnects the furcadia client and Closes the application (Inherited from NetProxy.)
	Connect	Connect the Proxy to the Furcadia Game server (Overrides NetProxyConnect.)
	Disconnect	Disconnect from the Furcadia gameserver and Furcadia client (Inherited from NetProxy.)
	Dispose	implementation of Dispose pattern callable by consumers. (Overrides NetProxyDispose.)
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetEnumIntT	
	GetHashCode	Serves as the default hash function. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	IsConnectedCharacter	Are we the current executing character?

💎	IsConnectedCharacter(Furre)	Is the target furre the connected characyer?
💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
💎	ParseServerChannel	Parse Channel Data
💎	ParseServerData	Parse Server Data
💎	SendError	send errors to the error handler (Inherited from NetProxy .)
💎	SendFormattedTextToServer	Format basic furcadia commands and send to server We also mirror the client to server banish system. This maybe a good place to place Proxy/Bot commands for controls default to say or "normal spoken command"
💎	SendToClient(String)	Send a raw instruction to the client (Overrides NetProxySendToClient(String) .)
💎	SendToClient(INetMessage)	(Inherited from NetProxy .)
💎	SendToServer(String)	Send a raw instruction to Server through the Load Balancer (Overrides NetProxySendToServer(String) .)
💎	SendToServer(INetMessage)	(Inherited from NetProxy .)
💎	TextToServer	Text Channel Prefixes (shout,whisper emote, Raw Server command) default to say or "normal spoken command"
💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Events

	Name	Description
💎	ClientConnected	(Inherited from NetProxy .)
💎	ClientData2	This is triggered when the Client sends data to the server. Expects a return value. (Overrides NetProxyClientData2 .)
💎	ClientDisconnected	This is triggered when the Client Disconnects (Inherited from NetProxy .)
💎	ClientExited	Occurs when the furcadia client exits. (Inherited from NetProxy .)

	ClientStatusChanged	Track the Furcadia Client status
	Error	This is triggered when a handled Exception is thrown. (Inherited from NetProxy .)
	ProcessServerChannelData	Process Display Text and Channels
	ProcessServerInstruction	
	ServerConnected	(Inherited from NetProxy .)
	ServerData2	This is triggered when the Server sends data to the client. Doesn't expect a return value. (Overrides NetProxyServerData2 .)
	ServerDisconnected	This is triggered when the Server Disconnects (Inherited from NetProxy .)
	ServerStatusChanged	Track the Server Status






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Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities (Inherited from NetProxy .)
	Repq	
	TroatTiredEventHandler	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

Furcadia.Net.Proxy Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)





ProxySession Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ProxySession	Initializes a new instance of the ProxySession class
	ProxySession(ProxyOptions)	Initializes a new instance of the ProxySession class

[Top](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySession Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ProxySession](#) class

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ProxySession()
```

See Also

Reference

[ProxySession Class](#)

[ProxySession Overload](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySession Constructor (ProxyOptions)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ProxySession](#) class

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ProxySession(  
    ProxyOptions options  
)
```

Parameters

Options

Type: [Furcadia.Net.OptionsProxyOptions](#)

ProxySession Options

See Also

Reference

[ProxySession Class](#)

[ProxySession Overload](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySession Properties















Furcadia Framework For Third Party
Programs











This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxySession](#) type exposes the following members.

Properties

	Name	Description
	BanishList	Gets the banish list.
	BanishName	Current Name for Banish Operations We mirror Furcadia's Banish system for efficiency
	BufferCapacity	Gets the buffer capacity. (Inherited from NetProxy .)
	Channel	Channel name?
	ClientConnectPhase	Current Connection Phase
	ClientStatus	Client Connection status
	ConnectedFurre	Connected Furre (Who we are)
	CurrentConnectionAttempt	Gets the current connection attempt. (Inherited from NetProxy .)
	Dream	Current Dream Information with Furre List
	EncoderPage	Encodig DEFAULT: Windows 1252 (Inherited from NetProxy .)
	ErrorMsg	
	ErrorNum	
	FurcadiaClientIsRunning	Gets a value indicating whether [the Furcadia lient is a running process]. (Inherited from NetProxy .)
	FurcadiaProcessID	Gets the furcadia process identifier. (Inherited from NetProxy .)

	HasShare	We have Dream Share or We are Dream owner
	InDream	
	IsClientSocketConnected	Gets a value indicating whether this instance is client socket connected. (Inherited from NetProxy .)
	IsServerSocketConnected	Check our connection status to the game server (Inherited from NetProxy .)
	Options	Gets or sets the options. (Inherited from NetProxy .)
	Player	Current Triggering player
	ServerConnectPhase	Current server connection phase
	ServerStatus	Server Connection status
	StandAlone	Allows the Furcadia Client to Disconnect from the session, allowing the session to remain connected to the game server
	ThroatTired	ServerQueue Throat Tired Mode When set, a Timer is created to make us wait till the time is clear to resume.

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See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionBanishList Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the banish list.

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public List<string> BanishList { get; }
```

Property Value

Type: **ListString**

The banish list.

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionBanishName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current Name for Banish Operations

We mirror Furcadia's Banish system for efficiency

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string BanishName { get; }
```

Property Value

Type: **String**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionChannel Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Channel name?

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Channel { get; }
```

Property Value

Type: **String**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionClientConnectPhase Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current Connection Phase

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ClientConnectPhase { get; }
```

Property Value

Type: [ConnectionPhase](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionClientStatus Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Client Connection status

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ClientStatus { get; }
```

Return Value

Type: [ConnectionPhase](#)

Status tog the Furcadia Client

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionConnectedFurre Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connected Furre (Who we are)

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre ConnectedFurre { get; set; }
```

Property Value

Type: [Furre](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionDream Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current Dream Information with Furre List

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Dream Dream { get; }
```

Property Value

Type: [Dream](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionErrorMsg Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Proxy.ProxySession.ErrorMsg"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string ErrorMsg { get; }
```

Property Value

Type: **String**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionErrorNum Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Proxy.ProxySession.ErrorNum"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public short ErrorNum { get; }
```

Property Value

Type: **Int16**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionHasShare Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

We have Dream Share or We are Dream owner

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool HasShare { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionInDream Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Proxy.ProxySession.InDream"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool InDream { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionPlayer Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current Triggering player

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IFurre Player { get; }
```

Property Value

Type: [IFurre](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionServerConnectPhase Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current server connection phase

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ServerConnectPhase { get; }
```

Property Value

Type: [ConnectionPhase](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionServerStatus Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server Connection status

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ConnectionPhase ServerStatus { get; }
```

Return Value

Type: [ConnectionPhase](#)

Status of the Furcadia Game server

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionStandAlone Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Allows the Furcadia Client to Disconnect from the session, allowing the session to remain connected to the game server

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionThroatTiredProperty

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

ServerQueue Throat Tired Mode

When set, a **Timer** is created to make us wait till the time is clear to resume.

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Return Value

Type: **Boolean**

State [ThroatTired](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySession Methods

Furcadia Framework For Third Party
Programs









This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxySession](#) type exposes the following members.






Methods

	Name	Description
⇒💜	ClientDisconnect	Disconnect from the Furcadia client (Inherited from NetProxy .)
⇒💜	CloseClient	Disconnects the furcadia client and Closes the application (Inherited from NetProxy .)
⇒💜	Connect	Connect the Proxy to the Furcadia Game server (Overrides NetProxyConnect .)
⇒💜	Disconnect	Disconnect from the Furcadia gameserver and Furcadia client (Inherited from NetProxy .)
⇒💜	Dispose	implementation of Dispose pattern callable by consumers. (Overrides NetProxyDispose .)
⇒💜	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💜	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💜	GetEnumerator	
⇒💜	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💜	GetType	Gets the Type of the current instance. (Inherited from Object .)
⇒💜	IsConnectedCharacter	Are we the current executing character?
⇒💜	IsConnectedCharacter(Furre)	Is the target furre the connected characyer?
💡💜	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)

	ParseServerChannel	Parse Channel Data
	ParseServerData	Parse Server Data
	SendError	send errors to the error handler (Inherited from NetProxy .)
	SendFormattedTextToServer	Format basic furcadia commands and send to server We also mirror the client to server banish system. This maybe a good place to place Proxy/Bot commands for controls default to say or "normal spoken command"
	SendToClient(String)	Send a raw instruction to the client (Overrides NetProxySendToClient(String) .)
	SendToClient(INetMessage)	(Inherited from NetProxy .)
	SendToServer(String)	Send a raw instruction to Server through the Load Balancer (Overrides NetProxySendToServer(String) .)
	SendToServer(INetMessage)	(Inherited from NetProxy .)
	TextToServer	Text Channel Prefixes (shout,whisper emote, Raw Server command) default to say or "normal spoken command"
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

ProxySession Class

Furcadia.Net.Proxy Namespace

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ProxySessionConnect Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Connect the Proxy to the Furcadia Game server

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override void Connect()
```

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

implementation of Dispose pattern callable by consumers.

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override void Dispose()
```

Implements

IDisposableDispose

IDisposableDispose

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionGetEnumIntT Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.Proxy.ProxySession.GetEnumInt`1(`0)"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int GetEnumInt<T>(
    T enumVal
)
```

Parameters

enumVal

Type: *T*

[Missing <param name="enumVal"/> documentation for
"M:Furcadia.Net.Proxy.ProxySession.GetEnumInt`1(`0)"]

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"M:Furcadia.Net.Proxy.ProxySession.GetEnumInt`1(`0)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Net.Proxy.ProxySession.GetEnumInt`1(`0)"]

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionIsConnectedCharacter Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	IsConnectedCharacter	Are we the current executing character?
	IsConnectedCharacter(Furre)	Is the target furre the connected characyer?

[Top](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionIsConnectedCharacter Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Are we the current executing character?

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsConnectedCharacter()
```

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Net.Proxy.ProxySession.IsConnectedCharacter"]

See Also

Reference

[ProxySession Class](#)

[IsConnectedCharacter Overload](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionIsConnectedCharacter Method (Furre)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Is the target furre the connected characyer?

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsConnectedCharacter(  
    Furre Fur  
)
```

Parameters

Fur

Type: [Furcadia.Net.DreamInfoFurre](#)
[Furre](#)

Return Value

Type: **Boolean**

True if Fur is the Connected Furre

See Also

Reference

[ProxySession Class](#)

[IsConnectedCharacter Overload](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionParseServerChannel Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Parse Channel Data

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public void ParseServerChannel(  
    string data,  
    bool Handled  
)
```

Parameters

data

Type: **SystemString**

Raw Game Server to Client instruction

Handled

Type: **SystemBoolean**

Is this data already handled?

Remarks

This is derived content from the Furcadia Dev Docs and Furcadia Technical Resources

Update 23 Avatar Movement

http://dev.furcadia.com/docs/023_new_movement.pdf

Update 27 Movement http://dev.furcadia.com/docs/027_movement.html

FTR <http://ftr.icerealm.org/ref-instructions/>

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionParseServerData Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Parse Server Data

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public void ParseServerData(  
    string data,  
    ref bool Handled  
)
```

Parameters

data

Type: **SystemString**

[Missing <param name="data"/> documentation for

"M:Furcadia.Net.Proxy.ProxySession.ParseServerData(System.String,System.Boolean@)"]

Handled

Type: **SystemBoolean**

[Missing <param name="Handled"/> documentation for

"M:Furcadia.Net.Proxy.ProxySession.ParseServerData(System.String,System.Boolean@)"]

Remarks

This is derived content from the Furcadia Dev Docs and Furcadia Technical Resources

Update 23 Avatar Movement

http://dev.furcadia.com/docs/023_new_movement.pdf

Update 27 Movement http://dev.furcadia.com/docs/027_movement.html

FTR <http://ftr.icerealm.org/ref-instructions/>

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionSendFormattedTextToServer Method

Furcadia
Framework For
Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Format basic furcadia commands and send to server

We also mirror the client to server banish system.

This maybe a good place to place Proxy/Bot commands for controls
default to say or "normal spoken command"

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void SendFormattedTextToServer(  
    string data  
)
```

Parameters

data

Type: **SystemString**

Raw Client to Server instruction

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





ProxySessionSendToClient Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SendToClient(String)	Send a raw instruction to the client (Overrides NetProxySendToClient(String) .)
	SendToClient(INetMessage)	(Inherited from NetProxy .)

[Top](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionSendToClient Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Send a raw instruction to the client

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override void SendToClient(  
    string data  
)
```

Parameters

data

Type: **SystemString**

[Missing <param name="data"/> documentation for
"M:Furcadia.Net.Proxy.ProxySession.SendToClient(System.String)"]

See Also

Reference

[ProxySession Class](#)

[SendToClient Overload](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionSendToServer Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SendToServer(String)	Send a raw instruction to Server through the Load Balancer (Overrides NetProxySendToServer(String) .)
	SendToServer(INetMessage)	(Inherited from NetProxy .)

[Top](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionSendToServer Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Send a raw instruction to Server through the Load Balancer

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override void SendToServer(  
    string message  
)
```

Parameters

message

Type: **SystemString**

Client to server Instruction

See Also

Reference

[ProxySession Class](#)

[SendToServer Overload](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionTextToServer Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Text Channel Prefixes (shout,whisper emote, Raw Server command)

default to say or "normal spoken command"

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void TextToServer(  
    ref string data  
)
```

Parameters

data

Type: **SystemString**

[Missing <param name="data"/> documentation for
"M:Furcadia.Net.Proxy.ProxySession.TextToServer(System.String@)"]

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySession Events Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxySession](#) type exposes the following members.

Events

	Name	Description
	ClientConnected	(Inherited from NetProxy .)
	ClientData2	This is triggered when the Client sends data to the server. Expects a return value. (Overrides NetProxyClientData2 .)
	ClientDisconnected	This is triggered when the Client Disconnects (Inherited from NetProxy .)
	ClientExited	Occurs when the furcadia client exits. (Inherited from NetProxy .)
	ClientStatusChanged	Track the Furcadia Client status
	Error	This is triggered when a handled Exception is thrown. (Inherited from NetProxy .)
	ProcessServerChannelData	Process Display Text and Channels
	ProcessServerInstruction	
	ServerConnected	(Inherited from NetProxy .)
	ServerData2	This is triggered when the Server sends data to the client. Doesn't expect a return value. (Overrides NetProxyServerData2 .)
	ServerDisconnected	This is triggered when the Server Disconnects (Inherited from NetProxy .)
	ServerStatusChanged	Track the Server Status

[Top](#)

See Also

Reference

[ProxySession Class](#)

Furcadia.Net.Proxy Namespace

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ProxySessionClientData2 Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Client sends data to the server. Expects a return value.

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override event NetProxyDataEventHandler2 Clie
```

Value

Type: [Furcadia.NetNetProxyDataEventHandler2](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionClientStatusChanged Event

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Track the Furcadia Client status

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ProxySessionClientStatusChangedEventHan
```

Value

Type: [Furcadia.Net.ProxyProxySessionClientStatusChangedEventHandler](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionProcessServerChannelDataFurcadia Framework Event For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Process Display Text and Channels

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ProxySessionProcessChannel ProcessServe
```

Value

Type: [Furcadia.Net.ProxyProxySessionProcessChannel](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionProcessServerInstruction Event

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"E:Furcadia.Net.Proxy.ProxySession.ProcessServerInstruction"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ProxySessionProcessInstruction ProcessS
```

Value

Type: [Furcadia.Net.ProxyProxySessionProcessInstruction](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionServerData2 Event

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This is triggered when the Server sends data to the client. Doesn't expect a return value.

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override event NetProxyDataEventHandler2 Serv
```

Value

Type: [Furcadia.NetNetProxyDataEventHandler2](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionServerStatusChanged Event

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Track the Server Status

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public event ProxySessionServerStatusChangedEventHan
```

Value

Type: [Furcadia.Net.ProxyProxySessionServerStatusChangedEventHandler](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySession Fields




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxySession](#) type exposes the following members.

Fields

	Name	Description
	FurcadiaUtilities	Furcadia Utilities (Inherited from NetProxy .)
	Repq	
	TroatTiredEventHandler	

[Top](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionRepq Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.Proxy.ProxySession.Repq"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Queue<ProxySessionRep> Repq
```

Field Value

Type: **Queue**[ProxySessionRep](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionThroatTiredEventHandler Field

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Net.Proxy.ProxySession.ThroatTiredEventHandler"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ProxySessionThroatTiredEnabled ThroatTiredEven
```

Field Value

Type: [ProxySessionThroatTiredEnabled](#)

See Also

Reference

[ProxySession Class](#)

[Furcadia.Net.Proxy Namespace](#)

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ProxySessionClientStatusChangedEventHandler Delegate

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Net.Proxy.ProxySession.ClientStatusChangedEventHandler"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ClientStatusChangedEventHandler  
    Object Sender,  
    NetClientEventArgs e  
)
```

Parameters

Sender

Type: **SystemObject**

e

Type: [Furcadia.NetNetClientEventArgs](#)

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionDataHandler Delegate

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Send Data to Furcadia Client or Game Server

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void DataHandler(  
    string Message,  
    EventArgs e  
)
```

Parameters

Message

Type: **SystemString**

Raw instruction to send

e

Type: **SystemEventArgs**

Client or Server Event Arguments with Instruction type

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionOnErrorEventHandler Delegate

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Net.Proxy.ProxySession.OnErrorHandler"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void OnErrorHandler(  
    Object sender,  
    EventArgs e  
)
```

Parameters

sender

Type: **SystemObject**

e

Type: **SystemEventArgs**

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionProcessChannel Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Proxy.ProxySession.ProcessChannel"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ProcessChannel(  
    Object sender,  
    ParseChannelArgs Args  
)
```

Parameters

sender

Type: **SystemObject**

ChannelObject

Args

Type: [Furcadia.Net.ParseChannelArgs](#)

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionProcessInstruction Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Send Server to Client Instruction object to Sub-classed for handling.

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ProcessInstruction(  
    Object sender,  
    ParseServerArgs Args  
)
```

Parameters

sender

Type: **SystemObject**

Server Instruction Object

Args

Type: [Furcadia.Net.ParseServerArgs](#)

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionRep Structure

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Proxy.ProxySession.Rep"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public struct Rep
```





The **ProxySessionRep** type exposes the following members.

Properties

	Name	Description
	ID	
	Type	






[Top](#)

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Rep Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ProxySessionRep](#) type exposes the following members.

Properties

	Name	Description
	ID	
	Type	

[Top](#)

See Also

Reference

[ProxySessionRep Structure](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionRepID Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Proxy.ProxySession.Rep.ID"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string ID { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[ProxySessionRep Structure](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionRepType Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Proxy.ProxySession.Rep.Type"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int Type { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ProxySessionRep Structure](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Rep Methods





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ProxySessionRep](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether this instance and a specified object are equal. (Inherited from ValueType .)
	GetHashCode	Returns the hash code for this instance. (Inherited from ValueType .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[ProxySessionRep Structure](#)

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionServerStatusChangedEventHandler Delegate

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"T:Furcadia.Net.Proxy.ProxySession.ServerStatusChangedEventHandler"]

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ServerStatusChangedEventHandler  
    Object Sender,  
    NetServerEventArgs e  
)
```

Parameters

Sender

Type: **SystemObject**

e

Type: [Furcadia.NetNetServerEventArgs](#)

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ProxySessionThroatTiredEnabled Delegate

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Throat Tired even handler

Namespace: [Furcadia.Net.Proxy](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ThroatTiredEnabled(  
    bool enable  
)
```

Parameters

enable

Type: **SystemBoolean**
if set to [true](#) [enable].

See Also

Reference

[Furcadia.Net.Proxy Namespace](#)

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Furcadia.Net.Utils Namespaces

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "G:Furcadia.Net.Utils"]

Namespaces

Namespace	Description
Furcadia.Net.Utils	
Furcadia.Net.Utils.ServerObjects	
Furcadia.Net.Utils.ServerParser	

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.Utils Namespace




Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.




[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Utils"]

Classes

	Class	Description
	CommandQueueManager	Balance the load to the server Handles Throat-Tired and No Endurance
	ServerQue	Balance the load to the server Handles Throat-Tired and No Endurance
	Utilities	Generic Furcadia Network Utilities

Delegates

	Delegate	Description
	CommandQueueManagerQueueEventHandler	Event Handler to notify calling class data has been sent to the game server
	ServerQueSendServerEventHandler	Event Handler to notify calling class data has been sent to the game server
	ServerQueThroatTiredEnabled	Throat Tired even handler

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManager Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Balance the load to the server

Handles Throat-Tired and No Endurance

Inheritance Hierarchy

SystemObject Furcadia.Net.UtilsCommandQueueManager

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class CommandQueueManager : IDisposable
```


The **CommandQueueManager** type exposes the following members.

Constructors

	Name	Description
	CommandQueueManager	Constructor setting Defaults










[Top](#)

Properties

	Name	Description
	Pause	Is the Queue Paused?


[Top](#)

Methods

	Name	Description
	Dispose	This code added to correctly implement the disposable pattern.
	Dispose(Boolean)	Releases the unmanaged resources used by the CommandQueueManager and optionally releases the managed resources
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendQueueItem	Incoming Messages for server processing
	ToString	Returns a string that represents the current object. (Inherited from Object .)






[Top](#)

Fields

	Name	Description
	OnServerSendMessage	Notify subscribers were's sending an instruction to the games server

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManager Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor setting Defaults

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public CommandQueueManager ( )
```

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManager Properties


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [CommandQueueManager](#) type exposes the following members.

Properties

	Name	Description
	Pause	Is the Queue Paused?

[Top](#)

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManagerPause Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Is the Queue Paused?

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utills Namespace](#)

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CommandQueueManager Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [CommandQueueManager](#) type exposes the following members.



Methods

	Name	Description
🔗	Dispose	This code added to correctly implement the disposable pattern.
🔗	Dispose(Boolean)	
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔗	SendQueueItem	Incoming Messages for server processing
🔗	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
🔗	AsDouble	(Defined by ObjectExtensions .)
🔗	AsInt16	(Defined by ObjectExtensions .)
🔗	AsInt32	(Defined by ObjectExtensions .)

	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





CommandQueueManagerDispose Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Dispose	This code added to correctly implement the disposable pattern.
	Dispose(Boolean)	Releases the unmanaged resources used by the CommandQueueManager and optionally releases the managed resources

[Top](#)

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManagerDispose Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This code added to correctly implement the disposable pattern.

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Dispose()
```

Implements

IDisposableDispose

See Also

Reference

[CommandQueueManager Class](#)

[Dispose Overload](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManagerDispose Method (Boolean)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Releases the unmanaged resources used by the [CommandQueueManager](#) and optionally releases the managed resources

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public virtual void Dispose(  
    bool disposing  
)
```

Parameters

disposing

Type: **SystemBoolean**

True to release both managed and unmanaged resources; false to release only unmanaged resources

See Also

Reference

[CommandQueueManager Class](#)

[Dispose Overload](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManagerSendQueueItem Method

Furcadia
Framework For
Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Incoming Messages for server processing

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void SendQueueItem(  
    string data  
)
```

Parameters

data

Type: **SystemString**

Raw Client to Server Instruction.

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utills Namespace](#)

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CommandQueueManager Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [CommandQueueManager](#) type exposes the following members.

Fields

	Name	Description
	OnServerSendMessage	Notify subscribers were's sending an instruction to the games server

[Top](#)

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManagerOnServerSendMessageField

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Notify subscribers were's sending an instruction to the games server

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public CommandQueueManagerQueueEventHandler OnServer
```

Field Value

Type: [CommandQueueManagerQueueEventHandler](#)

See Also

Reference

[CommandQueueManager Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



CommandQueueManagerQueueEventHandler Delegate

Furcadia
Framework
For Third
Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Event Handler to notify calling class data has been sent to the game server

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void QueueEventHandler(  
    Object sender,  
    EventArgs args  
)
```

Parameters

sender

Type: **SystemObject**

raw client to server instruction

args

Type: **SystemEventArgs**

System.EventArgs. (Unused)

See Also

Reference

[Furcadia.Net.Utills Namespace](#)

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ServerQueue Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Balance the load to the server

Handles Throat-Tired and No Endurance

Inheritance Hierarchy

SystemObject Furcadia.Net.UtilsServerQueue

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ServerQueue : IDisposable
```




The **ServerQueue** type exposes the following members.


Constructors

	Name	Description
	ServerQueue	Constructor setting Defaults
	ServerQueue(Int32, UInt32)	Queue Manager constructor

[Top](#)










Properties

	Name	Description
	NoEndurance	Is the connect `noendurance` enabled?
	PingDelayTime	Ping the server Time in Seconds
	ThroatTired	If Proxy get "Your throat is tired" Pause for a number of seconds

		When set, a Timer is created to make us wait till the time is clear to resume.
	ThroatTiredDelayTime	When "Your throat is tired appears, Pause processing of client to server instructions,



[Top](#)

Methods

	Name	Description
	Dispose	This code added to correctly implement the disposable pattern.
	Dispose(Boolean)	Releases the unmanaged resources used by the ServerQue and optionally releases the managed resources
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendToServer	Incoming Messages for server processing
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)


Fields

	Name	Description
	OnServerSendMessage	Notify subscribers were's sending an instruction to the games server
	TroatTiredEventHandler	The troat tired event handler

[Top](#)

Extension Methods

	Name	Description

	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





ServerQue Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ServerQue	Constructor setting Defaults
	ServerQue(Int32, UInt32)	Queue Manager constructor

[Top](#)

See Also

Reference

[ServerQue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQue Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor setting Defaults

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ServerQue()
```

See Also

Reference

[ServerQue Class](#)

[ServerQue Overload](#)

[Furcadia.Net.Utills Namespace](#)

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ServerQue Constructor (Int32, UInt32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Queue Manager constructor

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ServerQue(  
    int ThroatTiredTime,  
    uint PingTimerTime = 30  
)
```

Parameters

ThroatTiredTime

Type: **SystemInt32**

Delay time to pause for Throat Tired Syndrome

PingTimerTime (Optional)

Type: **SystemUInt32**

Optional ping the game server time in seconds

See Also

Reference

[ServerQue Class](#)

[ServerQue Overload](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)







ServerQueue Properties Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ServerQueue](#) type exposes the following members.

Properties

	Name	Description
	NoEndurance	Is the connect `noendurance` enabled?
	PingDelayTime	Ping the server Time in Seconds
	ThroatTired	If Proxy get "Your throat is tired" Pause for a number of seconds When set, a Timer is created to make us wait till the time is clear to resume.
	ThroatTiredDelayTime	When "Your throat is tired appears, Pause processing of client to server instructions,

[Top](#)

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueNoEndurance Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Is the connect `noendurance` enabled?

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

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ServerQueuePingDelayTime Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Ping the server Time in Seconds

Namespace: [Furcadia.Net.Utls](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public uint PingDelayTime { get; set; }
```

Property Value

Type: **UInt32**

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utls Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueThroatTired Property

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

If Proxy get "Your throat is tired" Pause for a number of seconds

When set, a **Timer** is created to make us wait till the time is clear to resume.

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Property Value

Type: **Boolean**

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueThroatTiredDelayTime Property

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

When "Your throat is tired appears, Pause processing of client to server instructions,

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int ThroatTiredDelayTime { get; set; }
```

Property Value

Type: **Int32**

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQue Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ServerQue](#) type exposes the following members.

Methods

	Name	Description
⇒💎	Dispose	This code added to correctly implement the disposable pattern.
⇒💎	Dispose(Boolean)	
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	SendToServer	Incoming Messages for server processing
⇒💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
💎↓	AsDouble	(Defined by ObjectExtensions .)
💎↓	AsInt16	(Defined by ObjectExtensions .)
💎↓	AsInt32	(Defined by ObjectExtensions .)
💎↓	AsInt64	(Defined by ObjectExtensions .)



[AsString](#)

(Defined by [ObjectExtensions.](#))

[Top](#)

See Also

Reference

[ServerQue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





ServerQueueDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Dispose	This code added to correctly implement the disposable pattern.
	Dispose(Boolean)	Releases the unmanaged resources used by the ServerQueue and optionally releases the managed resources

[Top](#)

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueDispose Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

This code added to correctly implement the disposable pattern.

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void Dispose()
```

Implements

IDisposableDispose

See Also

Reference

[ServerQueue Class](#)

[Dispose Overload](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueDispose Method (Boolean)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Releases the unmanaged resources used by the [ServerQueue](#) and optionally releases the managed resources

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public virtual void Dispose(  
    bool disposing  
)
```

Parameters

disposing

Type: **SystemBoolean**

True to release both managed and unmanaged resources; false to release only unmanaged resources

See Also

Reference

[ServerQueue Class](#)

[Dispose Overload](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueSendToServer Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Incoming Messages for server processing

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SendToServer(  
    string data  
)
```

Parameters

data

Type: **SystemString**

Raw Client to Server Instruction.

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQue Fields



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ServerQue](#) type exposes the following members.

Fields

	Name	Description
	OnServerSendMessage	Notify subscribers were's sending an instruction to the games server
	TroatTiredEventHandler	The troat tired event handler

[Top](#)

See Also

Reference

[ServerQue Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueOnServerSendMessage Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Notify subscribers were's sending an instruction to the games server

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public EventHandler OnServerSendMessage
```

Field Value

Type: **EventHandler**

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueThroatTiredEventHandler Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The throat tired event handler

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ServerQueueThroatTiredEnabled ThroatTiredEventHa
```

Field Value

Type: [ServerQueueThroatTiredEnabled](#)

See Also

Reference

[ServerQueue Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueSendServerEventHandler Delegate

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Event Handler to notify calling class data has been sent to the game server

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void SendServerEventHandler(  
    string message,  
    EventArgs args  
)
```

Parameters

message

Type: **SystemString**

raw client to server instruction

args

Type: **SystemEventArgs**

System.EventArgs. (Unused)

See Also

Reference

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ServerQueueThroatTiredEnabled Delegate

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Throat Tired even handler

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public delegate void ThroatTiredEnabled(  
    bool enable  
)
```

Parameters

enable

Type: **SystemBoolean**
if set to [true](#) [enable].

See Also

Reference

[Furcadia.Net.Utills Namespace](#)

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Utilities Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Generic Furcadia Network Utilities

Inheritance Hierarchy

SystemObject Furcadia.Net.UtillsUtilities

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


C# | VB | C++ | F#

[Copy](#)

```
public class Utilities
```





The **Utilities** type exposes the following members.





Constructors

	Name	Description
	Utilities	Furcadia Defaults with optional app.config

[Top](#)









Properties

	Name	Description
	DefaultClient	Furcadia Client Executable Name with extension
	GameServerHost	Gets or sets the Furcadia server host (i.e lightbringer.furcadia.com). (Furcadia v31c)
	GameServerIp	Gets or sets the IP of the Furcadia server. (Furcadia v31c) update to library config file?
	GetEncoding	Master configuration set Encoders to Win 1252 encoding.

	PounceServerHost	Gets or sets the Furcadia Pounce Server host (IE on.furcadia.com). (Furcadia v31c)
	RegistryPathMono	Mono Registry Path
	RegistryPathX64	Windows x64 Registry path
	RegistryPathX86	Windows 32 Registry path






[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	 PortOpen	Checks TCP port and scans for an available TCP port on the host system
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Utilities Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Defaults with optional app.config

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Utilities()
```

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Utilities Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Utilities](#) type exposes the following members.

Properties

	Name	Description
	DefaultClient	Furcadia Client Executable Name with extension
	GameServerHost	Gets or sets the Furcadia server host (i.e lightbringer.furcadia.com). (Furcadia v31c)
	GameServerIp	Gets or sets the IP of the Furcadia server. (Furcadia v31c) update to library config file?
	GetEncoding	Master configuration set Encoders to Win 1252 encoding.
	PounceServerHost	Gets or sets the Furcadia Pounce Server host (IE on.furcadia.com). (Furcadia v31c)
	RegistryPathMono	Mono Registry Path
	RegistryPathX64	Windows x64 Registry path
	RegistryPathX86	Windows 32 Registry path

[Top](#)

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesDefaultClient Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Client Executable Name with extension

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DefaultClient { get; }
```

Property Value

Type: **String**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesGameServerHost Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the Furcadia server host (i.e lightbringer.furcadia.com). (Furcadia v31c)

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GameServerHost { get; }
```

Property Value

Type: **String**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesGameServerIp Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the IP of the Furcadia server. (Furcadia v31c)

update to library config file?

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public IPAddress GameServerIp { get; }
```

Property Value

Type: **IPAddress**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesGetEncoding Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Master configuration set Encoders to Win 1252 encoding.

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int GetEncoding { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesPounceServerHost Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the Furcadia Pounce Server host (IE on.furcadia.com). (Furcadia v31c)

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string PounceServerHost { get; }
```

Property Value

Type: **String**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesRegistryPathMono Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Mono Registry Path

Namespace: [Furcadia.Net.Utills](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string RegistryPathMono { get; }
```

Property Value

Type: **String**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utills Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesRegistryPathX64 Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Windows x64 Registry path

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string RegistryPathX64 { get; }
```

Property Value

Type: **String**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesRegistryPathX86 Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Windows 32 Registry path

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string RegistryPathX86 { get; }
```

Property Value

Type: **String**

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

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Utilities Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Utilities](#) type exposes the following members.

Methods

	Name	Description
💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
💎📶	PortOpen	Checks TCP port and scans for an available TCP port on the host system
💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
💎⬇️	AsDouble	(Defined by ObjectExtensions .)
💎⬇️	AsInt16	(Defined by ObjectExtensions .)
💎⬇️	AsInt32	(Defined by ObjectExtensions .)
💎⬇️	AsInt64	(Defined by ObjectExtensions .)
💎⬇️	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UtilitiesPortOpen Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Checks TCP port and scans for an available TCP port on the host system

Namespace: [Furcadia.Net.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool PortOpen(  
    int port  
)
```

Parameters

port

Type: **SystemInt32**
ref TCP Port

Return Value

Type: **Boolean**

True when a port is found available

Exceptions

Exception	Condition
ArgumentException	Thrown when <i>port</i> is 0

See Also

Reference

[Utilities Class](#)

[Furcadia.Net.Utils Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.Utills.ServerObjects Namespace



Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Utills.ServerObjects"]

Classes

	Class	Description
	DataObject	Base object fo sharing custom data for server instructions
	DiceObject	Dice for the @roll channel

Send comments on this topic to [Lead Developer Gerolkae](#)



DataObject Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Base object fo sharing custom data for server instructions

Inheritance Hierarchy

SystemObject **Furcadia.Net.Utills.ServerObjectsDataObject**

[Furcadia.Net.Utills.ServerObjectsDiceObject](#)

Namespace: [Furcadia.Net.Utills.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class DataObject
```




The **DataObject** type exposes the following members.




Constructors

	Name	Description
	DataObject	Initializes a new instance of the DataObject class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.Utils.ServerObjects Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DataObject Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [DataObject](#) class

Namespace: [Furcadia.Net.Utills.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DataObject()
```

See Also

Reference

[DataObject Class](#)

[Furcadia.Net.Utills.ServerObjects Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)









DataObject Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [DataObject](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[DataObject Class](#)

[Furcadia.Net.Utils.ServerObjects Namespace](#)

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DiceObject Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dice for the @roll channel

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerObjectsDataObject](#)
Furcadia.Net.Utills.ServerObjectsDiceObject

Namespace: [Furcadia.Net.Utills.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class DiceObject : DataObject
```





The **DiceObject** type exposes the following members.

Constructors

	Name	Description
	DiceObject	Consructor

[Top](#)

Properties

	Name	Description
	DiceCompnentMatch	+ or - Modifier
	DiceCount	Number of Dice
	DiceModifoyer	Die offset +/- n
	DiceResult	Sum of the Dice Result
	DiceSides	Number of sides per Die



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Net.Utils.ServerObjects Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceObject Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor

Namespace: [Furcadia.Net.Utils.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DiceObject()
```

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utils.ServerObjects Namespace](#)

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DiceObject Properties






Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [DiceObject](#) type exposes the following members.

Properties

	Name	Description
	DiceCompnentMatch	+ or - Modifier
	DiceCount	Number of Dice
	DiceModifier	Die offset +/- n
	DiceResult	Sum of the Dice Result
	DiceSides	Number of sides per Die

[Top](#)

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utils.ServerObjects Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceObjectDiceCompnentMatch Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

+ or - Modifier

Namespace: [Furcadia.Net.Utills.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public char DiceCompnentMatch { get; set; }
```

Property Value

Type: **Char**

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utills.ServerObjects Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceObjectDiceCount Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Number of Dice

Namespace: [Furcadia.Net.Utls.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public double DiceCount { get; set; }
```

Property Value

Type: **Double**

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utls.ServerObjects Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceObjectDiceModifyer Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Die offset +/- n

Namespace: [Furcadia.Net.Utills.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public double DiceModifyer { get; set; }
```

Property Value

Type: **Double**

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utills.ServerObjects Namespace](#)

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DiceObjectDiceResult Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Sum of the Dice Result

Namespace: [Furcadia.Net.Utls.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public double DiceResult { get; set; }
```

Property Value

Type: **Double**

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utls.ServerObjects Namespace](#)

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DiceObjectDiceSides Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Number of sides per Die

Namespace: [Furcadia.Net.Utls.ServerObjects](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public double DiceSides { get; set; }
```

Property Value

Type: **Double**

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utls.ServerObjects Namespace](#)

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DiceObject Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [DiceObject](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[DiceObject Class](#)

[Furcadia.Net.Utils.ServerObjects Namespace](#)

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Furcadia.Net.Utills.ServerParser Namespace










Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Utills.ServerParser"]

Classes

	Class	Description
	BaseServerInstruction	Server instruction object base class
	ChannelObject	Base Server Instruction object for Channel Processing
	DiceRolls	Parse Dice rolls
	DreamBookmark	Triggered when the connection enters a new dream. This instruction tells the client to download the specified dream data from the file server. Respond with client command when furcadia client is not available "vasecodegamma"
	LoadDream	Triggered when the connection enters a new dream. This instruction tells the client to download the specified dream data from the file server. Respond with client command when furcadia client is not available "vasecodegamma"
	MoveFurre	Animated or noanimated move object
	RemoveAvatar	Remove Avatar Server Instruction Object
	SpawnAvatar	Process the Spaw Avatar Instruction
	UpdateColorString	

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BaseServerInstruction Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Server instruction object base class

Inheritance Hierarchy

SystemObject Furcadia.Net.Utills.ServerParserBaseServerInstruction
[More...](#)

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(true)]  
public class BaseServerInstruction
```

The **BaseServerInstruction** type exposes the following members.



Constructors

	Name	Description
	BaseServerInstruction	Initializes a new instance of the BaseServerInstruction class
	BaseServerInstruction(String)	Reads the raw server instruction and set this object to its settings Default Server instruction type is Unknown

[Top](#)







Properties

	Name	Description

	InstructionType	Which Server to Client Instruction are we?
	RawInstruction	Raw Server to Client instruction


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Overrides ObjectToString .)






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Fields

	Name	Description
	instructionType	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Utills.ServerParser Namespace](#)

Inheritance Hierarchy

SystemObject

Furcadia.Net.Utills.ServerParserBaseServerInstruction

[Furcadia.Net.Utills.ServerParserChannelObject](#)

[Furcadia.Net.Utills.ServerParserDreamBookmark](#)

[Furcadia.Net.Utills.ServerParserLoadDream](#)

[Furcadia.Net.Utills.ServerParserMoveFurre](#)

[Furcadia.Net.Utills.ServerParserRemoveAvatar](#)

[Furcadia.Net.Utills.ServerParserSpawnAvatar](#)

[Furcadia.Net.Utills.ServerParserUpdateColorString](#)

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BaseServerInstruction Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	BaseServerInstruction	Initializes a new instance of the BaseServerInstruction class
	BaseServerInstruction(String)	Reads the raw server instruction and set this object to its settings Default Server instruction type is Unknown

[Top](#)

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

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BaseServerInstruction Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [BaseServerInstruction](#) class

Namespace: [Furcadia.Net.Utls.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public BaseServerInstruction()
```

See Also

Reference

[BaseServerInstruction Class](#)

[BaseServerInstruction Overload](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

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BaseServerInstruction Constructor (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Reads the raw server instruction and set this object to its settings

Default Server instruction type is [Unknown](#)

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public BaseServerInstruction(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**
raw server instruction

See Also

Reference

[BaseServerInstruction Class](#)

[BaseServerInstruction Overload](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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BaseServerInstruction Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [BaseServerInstruction](#) type exposes the following members.

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we?
	RawInstruction	Raw Server to Client instruction

[Top](#)

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

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BaseServerInstructionInstructionTypeProperty

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Which Server to Client Instruction are we?

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public ServerInstructionType InstructionType { get;
```

Property Value

Type: [ServerInstructionType](#)

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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BaseServerInstructionRawInstructionProperty

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Raw Server to Client instruction

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string RawInstruction { get; }
```

Property Value

Type: **String**

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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BaseServerInstruction Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [BaseServerInstruction](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Overrides ObjectToString .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

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BaseServerInstructionToString Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.Utills.ServerParser.BaseServerInstruction.ToString"]

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Net.Utills.ServerParser.BaseServerInstruction.ToString"]

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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BaseServerInstruction Fields

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [BaseServerInstruction](#) type exposes the following members.

Fields

	Name	Description
	instructionType	

[Top](#)

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

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BaseServerInstructioninstructionType Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Net.Utills.ServerParser.BaseServerInstruction.instructionType"]

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
protected ServerInstructionType instructionType
```

Field Value

Type: [ServerInstructionType](#)

See Also

Reference

[BaseServerInstruction Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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ChannelObject Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Base Server Instruction object for Channel Processing

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
[Furcadia.Net.Utills.ServerParserChannelObject](#)
[Furcadia.Net.Utills.ServerParserDiceRolls](#)

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class ChannelObject : BaseServerInstruction
```





The **ChannelObject** type exposes the following members.



Constructors

	Name	Description
	ChannelObject	Initializes a new instance of the ChannelObject class

[Top](#)







Properties

	Name	Description
	ChannelText	Raw unformatted channel text
	DynamicChannel	Dynamic Channel filter
	FormattedChannelText	returns Clear Text to display in a log
	InstructionType	Which Server to Client Instruction are we?

		(Inherited from BaseServerInstruction.)
	Player	Active Triggering avatar
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction.)


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as the default hash function. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	(Inherited from BaseServerInstruction.)






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Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction.)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.Utils.ServerParser Namespace](#)

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ChannelObject Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [ChannelObject](#) class

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public ChannelObject(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

[Missing <param name="ServerInstruction"/> documentation for
"M:Furcadia.Net.Utills.ServerParser.ChannelObject.#ctor(System.String)"]

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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ChannelObject Properties







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ChannelObject](#) type exposes the following members.

Properties

	Name	Description
	ChannelText	Raw unformatted channel text
	DynamicChannel	Dynamic Channel filter
	FormattedChannelText	returns Clear Text to display in a log
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction.)
	Player	Active Triggering avatar
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction.)

[Top](#)

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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ChannelObjectChannelText Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Raw unformatted channel text

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ChannelText { get; }
```

Property Value

Type: **String**

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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ChannelObjectDynamicChannelProperty

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dynamic Channel filter

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DynamicChannel { get; }
```

Property Value

Type: **String**

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ChannelObjectFormattedChannelTextProperty

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

returns Clear Text to display in a log

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string FormattedChannelText { get; }
```

Property Value

Type: **String**

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



ChannelObjectPlayer Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Active Triggering avatar

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre Player { get; set; }
```

Property Value

Type: [Furre](#)

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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ChannelObject Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [ChannelObject](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)




ChannelObject Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [ChannelObject](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[ChannelObject Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceRolls Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Parse Dice rolls

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
[Furcadia.Net.Utills.ServerParserChannelObject](#)
Furcadia.Net.Utills.ServerParserDiceRolls

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public class DiceRolls : ChannelObject
```




The **DiceRolls** type exposes the following members.





Constructors

	Name	Description
	DiceRolls	Initializes a new instance of the DiceRolls class

[Top](#)







Properties

	Name	Description
	ChannelText	Raw unformatted channel text (Inherited from ChannelObject .)
	Dice	
	DynamicChannel	Dynamic Channel filter (Inherited from ChannelObject .)

	FormattedChannelText	returns Clear Text to display in a log (Inherited from ChannelObject .)
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	Player	Active Triggering avatar (Inherited from ChannelObject .)
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)


[Top](#)

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)

		
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceRolls Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [DiceRolls](#) class

Namespace: [Furcadia.Net.Utls.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DiceRolls(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

[Missing <param name="ServerInstruction"/> documentation for
"M:Furcadia.Net.Utls.ServerParser.DiceRolls.#ctor(System.String)"]

See Also

Reference

[DiceRolls Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

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DiceRolls Properties Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [DiceRolls](#) type exposes the following members.

Properties

	Name	Description
	ChannelText	Raw unformatted channel text (Inherited from ChannelObject .)
	Dice	
	DynamicChannel	Dynamic Channel filter (Inherited from ChannelObject .)
	FormattedChannelText	returns Clear Text to display in a log (Inherited from ChannelObject .)
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	Player	Active Triggering avatar (Inherited from ChannelObject .)
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[DiceRolls Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

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DiceRollsDice Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Utils.ServerParser.DiceRolls.Dice"]

Namespace: [Furcadia.Net.Utils.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public DiceObject Dice { get; set; }
```

Property Value

Type: [DiceObject](#)

See Also

Reference

[DiceRolls Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DiceRolls Methods







Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [DiceRolls](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[DiceRolls Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

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DiceRolls Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [DiceRolls](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[DiceRolls Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmark Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Triggered when the connection enters a new dream.

This instruction tells the client to download the specified dream data from the file server.

Respond with client command when furcadia client is not available
"vasecodegamma"

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
Furcadia.Net.Utills.ServerParserDreamBookmark

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class DreamBookmark : BaseServerInstruction,
    IDream
```









The **DreamBookmark** type exposes the following members.

Constructors

	Name	Description
	DreamBookmark	Initializes a new instance of the DreamBookmark class
	DreamBookmark(String)	Constructor with Dream Data definitions







[Top](#)

Properties

	Name	Description
	DreamOwner	Gets the dream owner.
	DreamType	Dream Type Type 0 = Temporary Type 1 = Regular Type -1 = undefined
	DreamUrl	The Dreams URL
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	IsModern	
	Name	Gets or sets the name.
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)
	Title	Dream title

[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Overrides BaseServerInstructionToString .)

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Fields

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








instructionType

(Inherited from [BaseServerInstruction.](#))

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

Remarks

]CBookmark Type[1]Dream URL[*]

Type 0 = temporary

Type 1 = Regular (per user requests)

DreamUrl = "furc://uploadername:dreamname/entrycode "

Credits FTR

See Also

Reference

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





DreamBookmark Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	DreamBookmark	Initializes a new instance of the DreamBookmark class
	DreamBookmark(String)	Constructor with Dream Data definitions

[Top](#)

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmark Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [DreamBookmark](#) class

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DreamBookmark()
```

See Also

Reference

[DreamBookmark Class](#)

[DreamBookmark Overload](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmark Constructor (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor with Dream Data definitions

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public DreamBookmark(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

Raw server instruction from the game server

See Also

Reference

[DreamBookmark Class](#)

[DreamBookmark Overload](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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DreamBookmark Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [DreamBookmark](#) type exposes the following members.

Properties

	Name	Description
	DreamOwner	Gets the dream owner.
	DreamType	Dream Type Type 0 = Temporary Type 1 = Regular Type -1 = undefined
	DreamUrl	The Dreams URL
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	IsModern	
	Name	Gets or sets the name.
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)
	Title	Dream title

[Top](#)

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkDreamOwner Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets the dream owner.

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DreamOwner { get; }
```

Property Value

Type: **String**

The dream owner.

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkDreamType Property

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dream Type

Type 0 = Temporary

Type 1 = Regular Type -1 = undefined

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int DreamType { get; }
```

Property Value

Type: **Int32**

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkDreamUrl Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The Dreams URL

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string DreamUrl { get; }
```

Property Value

Type: **String**

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkIsModern Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"P:Furcadia.Net.Utls.ServerParser.DreamBookmark.IsModern"]

Namespace: [Furcadia.Net.Utls.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool IsModern { get; }
```

Property Value

Type: **Boolean**

Implements

[IDreamIsModern](#)

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Gets or sets the name.

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

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

Property Value

Type: **String**

The name.

Implements

[IDreamName](#)

Exceptions

Exception	Condition
NotImplementedException	

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkTitle Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dream title

Namespace: [Furcadia.Net.Utils.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string Title { get; }
```

Property Value

Type: **String**

The title.

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmark Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [DreamBookmark](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Overrides BaseServerInstructionToString .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmarkToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.Utills.ServerParser.DreamBookmark.ToString"]

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Net.Utills.ServerParser.DreamBookmark.ToString"]

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



DreamBookmark Fields


Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [DreamBookmark](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[DreamBookmark Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDream Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Triggered when the connection enters a new dream.

This instruction tells the client to download the specified dream data from the file server.

Respond with client command when furcadia client is not available
"vasecodegamma"

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
Furcadia.Net.Utills.ServerParserLoadDream

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class LoadDream : BaseServerInstruction
```

The **LoadDream** type exposes the following members.






Constructors

	Name	Description
	LoadDream	Initializes a new instance of the LoadDream class
	LoadDream(String)	Constructor with Dream Data definitions

[Top](#)







Properties

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

	CacheFileName	td (Temporary Dream) or permanent map name
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction.)
	IsModern	Current dream mode
	IsPermanent	Is the current dream a permanent dream?
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction.)


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object.)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Serves as the default hash function. (Inherited from Object.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	(Overrides BaseServerInstructionToString.)



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Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction.)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[Furcadia.Net.Utils.ServerParser Namespace](#)

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LoadDream Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒	LoadDream	Initializes a new instance of the LoadDream class
⇒	LoadDream(String)	Constructor with Dream Data definitions

[Top](#)

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDream Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [LoadDream](#) class

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public LoadDream()
```

See Also

Reference

[LoadDream Class](#)

[LoadDream Overload](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDream Constructor (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Constructor with Dream Data definitions

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public LoadDream(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

Raw server instruction from the game server

See Also

Reference

[LoadDream Class](#)

[LoadDream Overload](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDream Properties






Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [LoadDream](#) type exposes the following members.

Properties

	Name	Description
	CacheFileName	td (Temporary Dream) or permanent map name
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	IsModern	Current dream mode
	IsPermanent	Is the current dream a permanent dream?
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDreamCacheFileName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

td (Temporary Dream) or permanent map name

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string CacheFileName { get; set; }
```

Property Value

Type: **String**

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDreamIsModern Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Current dream mode

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsModern { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDreamIsPermanent Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Is the current dream a permanent dream?

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsPermanent { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)









LoadDream Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [LoadDream](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Overrides BaseServerInstructionToString .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDreamToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.Utills.ServerParser.LoadDream.ToString"]

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Net.Utills.ServerParser.LoadDream.ToString"]

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



LoadDream Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [LoadDream](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[LoadDream Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MoveFurre Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Animated or noanimated move object

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
Furcadia.Net.Utills.ServerParserMoveFurre

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class MoveFurre : BaseServerInstruction
```



The **MoveFurre** type exposes the following members.

Constructors

	Name	Description
	MoveFurre	Initializes a new instance of the MoveFurre class







[Top](#)

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)






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Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)
	Player	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

Furcadia.Net.Utils.ServerParser Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



MoveFurre Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [MoveFurre](#) class

Namespace: [Furcadia.Net.Utls.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public MoveFurre(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

[Missing <param name="ServerInstruction"/> documentation for
"M:Furcadia.Net.Utls.ServerParser.MoveFurre.#ctor(System.String)"]

See Also

Reference

[MoveFurre Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MoveFurre Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MoveFurre](#) type exposes the following members.

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[MoveFurre Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)









MoveFurre Methods Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [MoveFurre](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[MoveFurre Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MoveFurre Fields



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [MoveFurre](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)
	Player	

[Top](#)

See Also

Reference

[MoveFurre Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



MoveFurrePlayer Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.Utils.ServerParser.MoveFurre.Player"]

Namespace: [Furcadia.Net.Utils.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Furre Player
```

Field Value

Type: [Furre](#)

See Also

Reference

[MoveFurre Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemoveAvatar Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Remove Avatar Server Instruction Object

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
Furcadia.Net.Utills.ServerParserRemoveAvatar

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class RemoveAvatar : BaseServerInstruction
```




The **RemoveAvatar** type exposes the following members.

Constructors

	Name	Description
	RemoveAvatar	Remove Avatar from the Dream Furre List by its Furre ID







[Top](#)

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	Player	Triggering furre being removed
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)






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Fields

	Name	Description
	FurreId	Avatar ID 4 byte Base220 string
	instructionType	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemoveAvatar Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Remove Avatar from the Dream Furre List by its Furre ID

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public RemoveAvatar(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

[Missing <param name="ServerInstruction"/> documentation for
"M:Furcadia.Net.Utills.ServerParser.RemoveAvatar.#ctor(System.String)"]

See Also

Reference

[RemoveAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemoveAvatar Properties




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [RemoveAvatar](#) type exposes the following members.

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	Player	Triggering furre being removed
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)

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See Also

Reference

[RemoveAvatar Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemoveAvatarPlayer Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Triggering furre being removed

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre Player { get; set; }
```

Property Value

Type: [Furre](#)

Triggering furre.

See Also

Reference

[RemoveAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemoveAvatar Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [RemoveAvatar](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[RemoveAvatar Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





RemoveAvatar Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [RemoveAvatar](#) type exposes the following members.

Fields

	Name	Description
	FurreId	Avatar ID 4 byte Base220 string
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[RemoveAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



RemoveAvatarFurreId Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Avatar ID

4 byte Base220 string

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int FurreId
```

Field Value

Type: **Int32**

See Also

Reference

[RemoveAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



SpawnAvatar Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Process the Spaw Avatar Instruction

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
Furcadia.Net.Utills.ServerParserSpawnAvatar

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class SpawnAvatar : BaseServerInstruction
```





The **SpawnAvatar** type exposes the following members.

Constructors

	Name	Description
	SpawnAvatar	Initializes a new instance of the SpawnAvatar class







[Top](#)

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	player	the Active Player
	PlayerFlags	Spawing plags
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)


[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)






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Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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Remarks

"<" + user id + x + y + shape number + name + color code + flag + linefeed

http://dev.furcadia.com/docs/027_movement.html

See Also

Reference

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



SpawnAvatar Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [SpawnAvatar](#) class

Namespace: [Furcadia.Net.Utls.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public SpawnAvatar(  
    string ServerInstruction  
)
```

Parameters

ServerInstruction

Type: **SystemString**

[Missing <param name="ServerInstruction"/> documentation for
"M:Furcadia.Net.Utls.ServerParser.SpawnAvatar.#ctor(System.String)"]

See Also

Reference

[SpawnAvatar Class](#)

[Furcadia.Net.Utls.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



SpawnAvatar Properties





Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [SpawnAvatar](#) type exposes the following members.

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	player	the Active Player
	PlayerFlags	Spawing plags
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)

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See Also

Reference

[SpawnAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



SpawnAvatarplayer Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

the Active Player

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre player { get; }
```

Property Value

Type: [Furre](#)

See Also

Reference

[SpawnAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



SpawnAvatarPlayerFlags Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Spawing plags

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public CharacterFlags PlayerFlags { get; }
```

Property Value

Type: [CharacterFlags](#)

See Also

Reference

[SpawnAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



SpawnAvatar Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [SpawnAvatar](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[SpawnAvatar Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)




SpawnAvatar Fields Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [SpawnAvatar](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[SpawnAvatar Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UpdateColorString Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Utills.ServerParser.UpdateColorString"]

Inheritance Hierarchy

SystemObject [Furcadia.Net.Utills.ServerParserBaseServerInstruction](#)
Furcadia.Net.Utills.ServerParserUpdateColorString

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class UpdateColorString : BaseServerInstruction
```



The **UpdateColorString** type exposes the following members.

Constructors

	Name	Description
	UpdateColorString	Initializes a new instance of the UpdateColorString class







[Top](#)

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)



[Top](#)

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)






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Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)
	player	the Active Player

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UpdateColorString Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [UpdateColorString](#) class

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public UpdateColorString(  
    ref Furre Player,  
    string ServerInstruction  
)
```

Parameters

Player

Type: [Furcadia.Net.DreamInfoFurre](#)

[Missing <param name="Player"/> documentation for

"M:Furcadia.Net.Utills.ServerParser.UpdateColorString.#ctor(Furcadia.Net.DreamInfo.Furre@,

ServerInstruction

Type: **SystemString**

[Missing <param name="ServerInstruction"/> documentation for

"M:Furcadia.Net.Utills.ServerParser.UpdateColorString.#ctor(Furcadia.Net.DreamInfo.Furre@,

See Also

Reference

[UpdateColorString Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UpdateColorString Properties



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [UpdateColorString](#) type exposes the following members.

Properties

	Name	Description
	InstructionType	Which Server to Client Instruction are we? (Inherited from BaseServerInstruction .)
	RawInstruction	Raw Server to Client instruction (Inherited from BaseServerInstruction .)

[Top](#)

See Also

Reference

[UpdateColorString Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

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UpdateColorString Methods







Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [UpdateColorString](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	(Inherited from BaseServerInstruction .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[UpdateColorString Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UpdateColorString Fields



Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [UpdateColorString](#) type exposes the following members.

Fields

	Name	Description
	instructionType	(Inherited from BaseServerInstruction .)
	player	the Active Player

[Top](#)

See Also

Reference

[UpdateColorString Class](#)

[Furcadia.Net.Utils.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



UpdateColorStringplayer Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

the Active Player

Namespace: [Furcadia.Net.Utills.ServerParser](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Furre player
```

Field Value

Type: [Furre](#)

See Also

Reference

[UpdateColorString Class](#)

[Furcadia.Net.Utills.ServerParser Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Net.Web Namespace






Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.


[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Net.Web"]

Classes

	Class	Description
	Variable	
	VariableEqualityComparer	
	VariableIsConstantException	
	WebRequests	
	WebUtils	General Utility functions for working with web objects

Interfaces

	Interface	Description
	IVariable	

Send comments on this topic to [Lead Developer Gerolkae](#)



IVariable Interface

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Web.IVariable"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax




[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public interface IVariable : IEquatable<IVariable>
```


The **IVariable** type exposes the following members.

Properties

	Name	Description
	IsConstant	
	Name	
	Value	

[Top](#)

Methods

	Name	Description
	Equals	Indicates whether the current object is equal to another object of the same type. (Inherited from IEquatableIVariable .)

[Top](#)

See Also

Reference

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IVariable Properties




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IVariable](#) type exposes the following members.

Properties

	Name	Description
	IsConstant	
	Name	
	Value	

[Top](#)

See Also

Reference

[IVariable Interface](#)

[Furcadia.Net.Web Namespace](#)

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IVariableIsConstant Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Web.IVariable.IsConstant"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
bool IsConstant { get; }
```

Property Value

Type: **Boolean**

See Also

Reference

[IVariable Interface](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IVariableName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Web.IVariable.Name"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Property Value

Type: **String**

See Also

Reference

[IVariable Interface](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IVariableValue Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Web.IVariable.Value"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
Object Value { get; set; }
```

Property Value

Type: **Object**

See Also

Reference

[IVariable Interface](#)

[Furcadia.Net.Web Namespace](#)

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IVariable Methods


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IVariable](#) type exposes the following members.

Methods

	Name	Description
	Equals	Indicates whether the current object is equal to another object of the same type. (Inherited from IEquatable IVariable .)

[Top](#)

See Also

Reference

[IVariable Interface](#)

[Furcadia.Net.Web Namespace](#)

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Variable Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Web.Variable"]

Inheritance Hierarchy

SystemObject **Furcadia.Net.WebVariable**

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax




[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[SerializableAttribute]  
[CLSCompliantAttribute(false)]  
public class Variable : IVariable, IEquatable<IVaria
```


The **Variable** type exposes the following members.







Properties

	Name	Description
	IsConstant	
	Name	
	Value	

[Top](#)










Methods

	Name	Description
	Clone	
	Equals(Object)	(Overrides ObjectEquals(Object).)

	Equals(IVariable)	
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Returns the hash code for this instance. (Overrides Object.GetHashCode .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a const identifier if the variable is constant followed by name, otherwise just the name is returned. (Overrides Object.ToString .)


[Top](#)

Operators

	Name	Description
	Addition(Variable, Double)	Implements the operator +.
	Addition(Variable, String)	Implements the operator +.
	Division	Implements the operator /.
	Equality	Implements the operator ==.
	(Variable to String)	Performs an implicit conversion from Variable to String .
	(Variable to Double)	Performs an implicit conversion from Variable to Double .
	Inequality	Implements the operator !=.
	Multiply	Implements the operator *.
	Subtraction	Implements the operator -.






[Top](#)

Fields

	Name	Description
	NoValue	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Net.Web Namespace](#)

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Variable Properties




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Variable](#) type exposes the following members.

Properties

	Name	Description
	IsConstant	
	Name	
	Value	

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableIsConstant Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Web.Variable.IsConstant"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool IsConstant { get; }
```

Property Value

Type: **Boolean**

Implements

[IVariableIsConstant](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableName Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Web.Variable.Name"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Property Value

Type: **String**

Implements

[IVariableName](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableValue Property

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "P:Furcadia.Net.Web.Variable.Value"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Object Value { get; set; }
```

Property Value

Type: **Object**

Implements

[IVariableValue](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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Variable Methods









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Variable](#) type exposes the following members.

Methods

	Name	Description
	Clone	
	Equals(Object)	(Overrides ObjectEquals(Object).)
	Equals(IVariable)	
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	GetHashCode	Returns the hash code for this instance. (Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object.)
	ToString	Returns a const identifier if the variable is constant followed by name, otherwise just the name is returned. (Overrides ObjectToString.)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableClone Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.Web.Variable.Clone(System.Boolean)"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public Variable Clone(  
    bool asConstant = false  
)
```

Parameters

asConstant (Optional)

Type: **SystemBoolean**

Clone as Constant

Return Value

Type: [Variable](#)

[Missing <returns> documentation for "M:Furcadia.Net.Web.Variable.Clone(System.Boolean)"]

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableEquals Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Equals(Object)	(Overrides ObjectEquals(Object).)
	Equals(IVariable)	

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableEquals Method (Object)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.Web.Variable.Equals(System.Object)"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for "M:Furcadia.Net.Web.Variable.Equals(System.Object)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Net.Web.Variable.Equals(System.Object)"]

See Also

Reference

[Variable Class](#)

[Equals Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableEquals Method (IVariable)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.Web.Variable.Equals(Furcadia.Net.Web.IVariable)"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool Equals(  
    IVariable other  
)
```

Parameters

other

Type: [Furcadia.Net.Web.IVariable](#)

[Missing <param name="other"/> documentation for "M:Furcadia.Net.Web.Variable.Equals(Furcadia.Net.Web.IVariable)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Net.Web.Variable.Equals(Furcadia.Net.Web.IVariable)"]

Implements

IEquatableT.Equals(T)

See Also

Reference

[Variable Class](#)

[Equals Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableGetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the hash code for this instance.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

A 32-bit signed integer that is the hash code for this instance.

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns a const identifier if the variable is constant followed by name, otherwise just the name is returned.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Net.Web.Variable.ToString"]

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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Variable Operators and Type Conversions










Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Variable](#) type exposes the following members.

Operators

	Name	Description
	Addition(Variable, Double)	Implements the operator +.
	Addition(Variable, String)	Implements the operator +.
	Division	Implements the operator /.
	Equality	Implements the operator ==.
	(Variable to String)	Performs an implicit conversion from Variable to String .
	(Variable to Double)	Performs an implicit conversion from Variable to Double .
	Inequality	Implements the operator !=.
	Multiply	Implements the operator *.
	Subtraction	Implements the operator -.

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





VariableAddition Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Addition(Variable, Double)	Implements the operator +.
	Addition(Variable, String)	Implements the operator +.

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableAddition Operator (Variable, Double)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator +.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Variable operator +(
    Variable varA,
    double num
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

num

Type: **SystemDouble**

The number.

Return Value

Type: [Variable](#)

The result of the operator.

See Also

Reference

[Variable Class](#)

[Addition Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableAddition Operator (Variable, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator +.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Variable operator +(
    Variable varA,
    string str
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

str

Type: **SystemString**

The string.

Return Value

Type: [Variable](#)

The result of the operator.

See Also

Reference

[Variable Class](#)

[Addition Overload](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableDivision Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator /.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Variable operator /(
    Variable varA,
    double num
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

num

Type: **SystemDouble**

The number.

Return Value

Type: [Variable](#)

The result of the operator.

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableEquality Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator ==.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool operator ==(
    Variable varA,
    Variable varB
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

varB

Type: [Furcadia.Net.WebVariable](#)

The variable b.

Return Value

Type: **Boolean**

The result of the operator.

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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Variable Conversion Operators

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	(Variable to String)	Performs an implicit conversion from Variable to String .
	(Variable to Double)	Performs an implicit conversion from Variable to Double .

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Variable Conversion (Variable to String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Performs an implicit conversion from [Variable](#) to **String**.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator string (  
    Variable var  
)
```

Parameters

var

Type: [Furcadia.Net.WebVariable](#)

The variable.

Return Value

Type: **String**

The result of the conversion.

See Also

Reference

[Variable Class](#)

[Overload](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Variable Conversion (Variable to Double)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Performs an implicit conversion from [Variable](#) to **Double**.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator double (  
    Variable var  
)
```

Parameters

var

Type: [Furcadia.Net.WebVariable](#)

The variable.

Return Value

Type: **Double**

The result of the conversion.

See Also

Reference

[Variable Class](#)

[Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableInequality Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator !=.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool operator !=(  
    Variable varA,  
    Variable varB  
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

varB

Type: [Furcadia.Net.WebVariable](#)

The variable b.

Return Value

Type: **Boolean**

The result of the operator.

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableMultiply Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator *.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Variable operator *(  
    Variable varA,  
    double num  
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

num

Type: **SystemDouble**

The number.

Return Value

Type: [Variable](#)

The result of the operator.

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableSubtraction Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Implements the operator -.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Variable operator -(  
    Variable varA,  
    double num  
)
```

Parameters

varA

Type: [Furcadia.Net.WebVariable](#)

The variable a.

num

Type: **SystemDouble**

The number.

Return Value

Type: [Variable](#)

The result of the operator.

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

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Variable Fields


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Variable](#) type exposes the following members.

Fields

	Name	Description
	NoValue	

[Top](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableNoValue Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Net.Web.Variable.NoValue"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static readonly IVariable NoValue
```

Field Value

Type: [IVariable](#)

See Also

Reference

[Variable Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableEqualityComparer Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Web.VariableEqualityComparer"]

Inheritance Hierarchy

SystemObject Furcadia.Net.WebVariableEqualityComparer

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class VariableEqualityComparer : IEqualityCom
```



The **VariableEqualityComparer** type exposes the following members.







Constructors

	Name	Description
	VariableEqualityComparer	Initializes a new instance of the VariableEqualityComparer class

[Top](#)






Methods

	Name	Description
	Equals(Object)	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Equals(IVariable, IVariable)	

	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetHashCode(IVariable)	
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Web Namespace](#)

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VariableEqualityComparer Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [VariableEqualityComparer](#) class

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public VariableEqualityComparer()
```

See Also

Reference

[VariableEqualityComparer Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableEqualityComparer Methods









Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]




The [VariableEqualityComparer](#) type exposes the following members.



Methods

	Name	Description
	Equals(Object)	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Equals(IVariable, IVariable)	
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetHashCode(IVariable)	
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)

	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[VariableEqualityComparer Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





VariableEqualityComparerEquals Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Equals(Object)	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Equals(IVariable, IVariable)	

[Top](#)

See Also

Reference

[VariableEqualityComparer Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableEqualityComparer.Equals Method (IVariable, IVariable)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Net.Web.VariableEqualityComparer.Equals(Furcadia.Net.Web.IVariable,Furcadia.Ne

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public bool Equals(  
    IVariable x,  
    IVariable y  
)
```

Parameters

x

Type: [Furcadia.Net.Web.IVariable](#)

[Missing <param name="x"/> documentation for
"M:Furcadia.Net.Web.VariableEqualityComparer.Equals(Furcadia.Net.Web.IVariable,Furcadia

y

Type: [Furcadia.Net.Web.IVariable](#)

[Missing <param name="y"/> documentation for
"M:Furcadia.Net.Web.VariableEqualityComparer.Equals(Furcadia.Net.Web.IVariable,Furcadia

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Net.Web.VariableEqualityComparer.Equals(Furcadia.Net.Web.IVariable,Furcadia.Ne

Implements

IEqualityComparerTEquals(T, T)

See Also

Reference

VariableEqualityComparer Class

Equals Overload

Furcadia.Net.Web Namespace

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VariableEqualityComparer.GetHashCode

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetHashCode(IVariable)	

[Top](#)

See Also

Reference

[VariableEqualityComparer Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableEqualityComparer.GetHashCode(Furcadia Framework For Third Party Programs) Method (IVariable)

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Net.Web.VariableEqualityComparer.GetHashCode(Furcadia.Net.Web.IVariable)"]

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public int GetHashCode(  
    IVariable obj  
)
```

Parameters

obj

Type: [Furcadia.Net.Web.IVariable](#)

[Missing <param name="obj"/> documentation for

"M:Furcadia.Net.Web.VariableEqualityComparer.GetHashCode(Furcadia.Net.Web.IVariable)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for

"M:Furcadia.Net.Web.VariableEqualityComparer.GetHashCode(Furcadia.Net.Web.IVariable)"]

Implements

IEqualityComparerT.GetHashCode(T)

See Also

Reference

[VariableEqualityComparer Class](#)

[GetHashCode Overload](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableIsConstantException Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Web.VariableIsConstantException"]

Inheritance Hierarchy

SystemObject SystemException

Furcadia.Net.WebVariableIsConstantException

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax





[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[SerializableAttribute]  
public class VariableIsConstantException : Exception
```









The **VariableIsConstantException** type exposes the following members.

Constructors

	Name	Description
	VariableIsConstantException	Initializes a new instance of the VariableIsConstantException class
	VariableIsConstantException(String)	Initializes a new instance of the VariableIsConstantException class
	VariableIsConstantException(SerializationInfo, StreamingContext)	Initializes a new instance of the VariableIsConstantException class
	VariableIsConstantException(String, Exception)	Initializes a new instance of the VariableIsConstantException class







[Top](#)



Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

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Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)

	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)






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Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Web Namespace](#)

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VariableIsConstantException Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
🔗	VariableIsConstantException	Initializes a new instance of the VariableIsConstantException class
🔗	VariableIsConstantException(String)	Initializes a new instance of the VariableIsConstantException class
💡🔗	VariableIsConstantException(SerializationInfo, StreamingContext)	Initializes a new instance of the VariableIsConstantException class
🔗	VariableIsConstantException(String, Exception)	Initializes a new instance of the VariableIsConstantException class

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See Also

Reference

[VariableIsConstantException Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableIsConstantException Constructor

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [VariableIsConstantException](#) class

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public VariableIsConstantException()
```

See Also

Reference

[VariableIsConstantException Class](#)

[VariableIsConstantException Overload](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableIsConstantException Constructor (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [VariableIsConstantException](#) class

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public VariableIsConstantException(  
    string message  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for
"M:Furcadia.Net.Web.VariableIsConstantException.#ctor(System.String)"]

See Also

Reference

[VariableIsConstantException Class](#)

[VariableIsConstantException Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableIsConstantException Constructor (SerializationInfo, StreamingContext)

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [VariableIsConstantException](#) class

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
protected VariableIsConstantException(  
    SerializationInfo info,  
    StreamingContext context  
)
```

Parameters

info

Type: **System.Runtime.Serialization.SerializationInfo**

[Missing <param name="info"/> documentation for

"M:Furcadia.Net.Web.VariableIsConstantException.#ctor(System.Runtime.Serialization.Serializ

context

Type: **System.Runtime.Serialization.StreamingContext**

[Missing <param name="context"/> documentation for

"M:Furcadia.Net.Web.VariableIsConstantException.#ctor(System.Runtime.Serialization.Serializ

See Also

Reference

[VariableIsConstantException Class](#)

[VariableIsConstantException Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableIsConstantException Constructor (String, Exception)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [VariableIsConstantException](#) class

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public VariableIsConstantException(  
    string message,  
    Exception inner  
)
```

Parameters

message

Type: **SystemString**

[Missing <param name="message"/> documentation for

"M:Furcadia.Net.Web.VariableIsConstantException.#ctor(System.String,System.Exception)"]

inner

Type: **SystemException**

[Missing <param name="inner"/> documentation for

"M:Furcadia.Net.Web.VariableIsConstantException.#ctor(System.String,System.Exception)"]

See Also

Reference

[VariableIsConstantException Class](#)

[VariableIsConstantException Overload](#)

[Furcadia.Net.Web Namespace](#)

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VariableIsConstantException Properties









Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [VariableIsConstantException](#) type exposes the following members.

Properties

	Name	Description
	Data	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception .)
	HelpLink	Gets or sets a link to the help file associated with this exception. (Inherited from Exception .)
	HResult	Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception .)
	InnerException	Gets the Exception instance that caused the current exception. (Inherited from Exception .)
	Message	Gets a message that describes the current exception. (Inherited from Exception .)
	Source	Gets or sets the name of the application or the object that causes the error. (Inherited from Exception .)
	StackTrace	Gets a string representation of the immediate frames on the call stack. (Inherited from Exception .)
	TargetSite	Gets the method that throws the current exception. (Inherited from Exception .)

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See Also

Reference

[VariableIsConstantException Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



VariableIsConstantException Methods









Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]



The [VariableIsConstantException](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetBaseException	When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetObjectData	When overridden in a derived class, sets the SerializationInfo with information about the exception. (Inherited from Exception .)
	GetType	Gets the runtime type of the current instance. (Inherited from Exception .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Creates and returns a string representation of the current exception. (Inherited from Exception .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)

	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

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See Also

Reference

[VariableIsConstantException Class](#)

[Furcadia.Net.Web Namespace](#)

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VariableIsConstantException

Events


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [VariableIsConstantException](#) type exposes the following members.

Events

	Name	Description
	SerializeObjectState	Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception .)

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See Also

Reference

[VariableIsConstantException Class](#)

[Furcadia.Net.Web Namespace](#)

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WebRequests Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Net.Web.WebRequests"]

Inheritance Hierarchy

SystemObject Furcadia.Net.WebWebRequests

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class WebRequests
```




The **WebRequests** type exposes the following members.





Constructors

	Name	Description
	WebRequests	Initializes a new instance of the WebRequests class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendPostRequest	Retriev Account information from the Furcadia Log-On server
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[Furcadia.Net.Web Namespace](#)

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WebRequests Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [WebRequests](#) class

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public WebRequests()
```

See Also

Reference

[WebRequests Class](#)

[Furcadia.Net.Web Namespace](#)

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WebRequests Methods








Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [WebRequests](#) type exposes the following members.

Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SendPostRequest	Retriev Account information from the Furcadia Log-On server
	ToString	Returns a string that represents the current object. (Inherited from Object .)

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

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See Also

Reference

[WebRequests Class](#)

[Furcadia.Net.Web Namespace](#)

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WebRequestsSendPostRequest Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Retriev Account information from the Furcadia Log-On server

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static string SendPostRequest(  
    string PostData,  
    string url  
)
```

Parameters

PostData

Type: **SystemString**

[Missing <param name="PostData"/> documentation for

"M:Furcadia.Net.Web.WebRequests.SendPostRequest(System.String,System.String)"]

url

Type: **SystemString**

[Missing <param name="url"/> documentation for

"M:Furcadia.Net.Web.WebRequests.SendPostRequest(System.String,System.String)"]

Return Value

Type: **String**

Furcadia Account information including Characters and thier costumes

See Also

Reference

[WebRequests Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



WebUtils Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

General Utility functions for working with web objects

Inheritance Hierarchy

SystemObject **Furcadia.Net.WebWebUtils**

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static class WebUtils
```

The **WebUtils** type exposes the following members.

Methods

	Name	Description
	PrepWebData	

[Top](#)

See Also

Reference

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



WebUtils Methods


Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [WebUtils](#) type exposes the following members.

Methods

	Name	Description
	PrepWebData	

[Top](#)

See Also

Reference

[WebUtils Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



WebUtilsPrepWebData Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Net.Web.WebUtils.PrepareWebData(System.Collections.Generic.List{Furcadia.Net.Web.

Namespace: [Furcadia.Net.Web](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string PrepWebData(  
    List<IVariable> list  
)
```

Parameters

list

Type: [System.Collections.GenericListIVariable](#)

[Missing <param name="list"/> documentation for

"M:Furcadia.Net.Web.WebUtils.PrepareWebData(System.Collections.Generic.List{Furcadia.Net.W

Return Value

Type: **String**

[Missing <returns> documentation for

"M:Furcadia.Net.Web.WebUtils.PrepareWebData(System.Collections.Generic.List{Furcadia.Net.Web.

See Also

Reference

[WebUtils Class](#)

[Furcadia.Net.Web Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Furcadia.Text Namespace






Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Text"]

Classes

	Class	Description
	Base220	Furcadia Base220 Encoding Author: Artex (aka, 1337) Modified by: Gerolkae
	Base95	
	FurcadiaMarkup	Furcadia Markup Language (FML) REGEX
	IniParser	
	Settings	A simple way to load settings whether from ini or xml.

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Base220 Encoding

Author: Artex (aka, 1337)

Modified by: Gerolkae

Inheritance Hierarchy

SystemObject Furcadia.TextBase220

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax




[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class Base220 : IComparable<int>,
    IEquatable<int>
```

The **Base220** type exposes the following members.

Constructors

	Name	Description
	Base220	Initializes a new instance of the Base220 class
	Base220(Int32)	Initializes a new instance of the Base220 class
	Base220(String)	Initializes a new instance of the Base220 class

[Top](#)

Methods

	Name	Description

💎 S	Base220StringLength	Process Base220 Strings. these are string Prefixed with a Base220 character representing the Length of the string
💎	CompareTo	
💎 S	ConvertFromBase220(Char)	
💎 S	ConvertFromBase220(String)	
💎 S	ConvertToBase220(Int32)	
💎 S	ConvertToBase220(Int32, Int32)	
💎	Equals(Int32)	
💎	Equals(Object)	(Overrides ObjectEquals(Object).)
💎💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
💎	FromString	
💎	GetHashCode	(Overrides ObjectGetHashCode.)
💎	GetType	Gets the Type of the current instance. (Inherited from Object.)
💎💡	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
💎	ToByteArray	
💎	ToByteArray(Int32)	
💎	ToString	(Overrides ObjectToString.)
💎	ToString(Int32)	

[Top](#)






Operators

	Name	Description
💎 S	Addition	
💎 S	Division	
💎 S	Equality	
💎 S	(Base220 to Int16)	
💎 S	GreaterThan	

	(Int16 to Base220)	
	(Int32 to Base220)	
	(String to Base220)	
	(Base220 to Byte)	
	(Base220 to Int32)	
	(Base220 to String)	
	Inequality	
	LessThan	
	Modulus	
	Multiply	
	Subtraction	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

Remarks

Reference <http://dev.furcadia.com/docs/base220.pdf>

See Also

Reference

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Constructor Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒💜	Base220	Initializes a new instance of the Base220 class
⇒💜	Base220(Int32)	Initializes a new instance of the Base220 class
⇒💜	Base220(String)	Initializes a new instance of the Base220 class

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Constructor Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Base220](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Base220()
```

See Also

Reference

[Base220 Class](#)

[Base220 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Constructor (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Base220](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Base220(  
    int n  
)
```

Parameters

n

Type: **System.Int32**

[Missing <param name="n"/> documentation for "M:Furcadia.Text.Base220.#ctor(System.Int32)"]

See Also

Reference

[Base220 Class](#)

[Base220 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Constructor (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Base220](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Base220(  
    string s  
)
```

Parameters

s

Type: **SystemString**

[Missing <param name="s"/> documentation for
"M:Furcadia.Text.Base220.#ctor(System.String)"]

See Also

Reference

[Base220 Class](#)

[Base220 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [Base220](#) type exposes the following members.

Methods

	Name	Description
⇒💎S	Base220StringLength	Process Base220 Strings. these are string Prefixed with a Base220 character representing the Length of the string
⇒💎	CompareTo	
⇒💎S	ConvertFromBase220(Char)	
⇒💎S	ConvertFromBase220(String)	
⇒💎S	ConvertToBase220(Int32)	
⇒💎S	ConvertToBase220(Int32, Int32)	
⇒💎	Equals(Int32)	
⇒💎	Equals(Object)	(Overrides ObjectEquals(Object).)
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
⇒💎	FromString	
⇒💎	GetHashCode	(Overrides ObjectGetHashCode.)
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object.)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
⇒💎	ToByteArray	
⇒💎	ToByteArray(Int32)	
⇒💎	ToString	(Overrides ObjectToString.)
⇒💎	ToString(Int32)	

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Base220StringLength Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Process Base220 Strings.

these are string Prefixed with a Base220 character representing the Length of the string

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static int Base220StringLength(  
    ref string b220str  
)
```

Parameters

b220str

Type: **SystemString**

[Missing <param name="b220str"/> documentation for
"M:Furcadia.Text.Base220.Base220StringLength(System.String@)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.Base220StringLength(System.String@)"]

Remarks

Reference Base 220 Strings <http://dev.furcadia.com/docs/base220.pdf>

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220CompareTo Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.CompareTo(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int CompareTo(  
    int other  
)
```

Parameters

other

Type: **SystemInt32**

[Missing <param name="other"/> documentation for
"M:Furcadia.Text.Base220.CompareTo(System.Int32)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.CompareTo(System.Int32)"]

Implements

IComparableTCompareTo(T)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





Base220ConvertFromBase220 Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ConvertFromBase220(Char)	
	ConvertFromBase220(String)	

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ConvertFromBase220 Method (Char)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.ConvertFromBase220(System.Char)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static int ConvertFromBase220(  
    char b220chr  
)
```

Parameters

b220chr

Type: **SystemChar**

[Missing <param name="b220chr"/> documentation for
"M:Furcadia.Text.Base220.ConvertFromBase220(System.Char)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.ConvertFromBase220(System.Char)"]

See Also

Reference

[Base220 Class](#)

[ConvertFromBase220 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ConvertFromBase220 Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.ConvertFromBase220(System.String)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static int ConvertFromBase220(  
    string b220str  
)
```

Parameters

b220str

Type: **SystemString**

[Missing <param name="b220str"/> documentation for
"M:Furcadia.Text.Base220.ConvertFromBase220(System.String)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.ConvertFromBase220(System.String)"]

See Also

Reference

[Base220 Class](#)

[ConvertFromBase220 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)




Base220ConvertToBase220 Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ConvertToBase220(Int32)	
	ConvertToBase220(Int32, Int32)	

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ConvertToBase220 Method (Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string ConvertToBase220(  
    int num  
)
```

Parameters

num

Type: **SystemInt32**

[Missing <param name="num"/> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32)"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32)"]

See Also

Reference

[Base220 Class](#)

[ConvertToBase220 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ConvertToBase220 Method (Int32, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32,System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static string ConvertToBase220(  
    int num,  
    int nDigits  
)
```

Parameters

num

Type: **SystemInt32**

[Missing <param name="num"/> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32,System.Int32)"]

nDigits

Type: **SystemInt32**

[Missing <param name="nDigits"/> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32,System.Int32)"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.ConvertToBase220(System.Int32,System.Int32)"]

See Also

Reference

[Base220 Class](#)

ConvertToBase220 Overload Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)





Base220Equals Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Equals(Int32)	
	Equals(Object)	(Overrides ObjectEquals(Object).)

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Equals Method (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.Equals(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public bool Equals(  
    int other  
)
```

Parameters

other

Type: **SystemInt32**

[Missing <param name="other"/> documentation for "M:Furcadia.Text.Base220.Equals(System.Int32)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.Equals(System.Int32)"]

Implements

IEquatableTEquals(T)

See Also

Reference

[Base220 Class](#)

[Equals Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Equals Method (Object)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.Equals(System.Object)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **System.Object**

[Missing <param name="obj"/> documentation for "M:Furcadia.Text.Base220.Equals(System.Object)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.Equals(System.Object)"]

See Also

Reference

[Base220 Class](#)

[Equals Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220FromString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.FromString(System.String)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public int FromString(  
    string s  
)
```

Parameters

s

Type: **SystemString**

[Missing <param name="s"/> documentation for
"M:Furcadia.Text.Base220.FromString(System.String)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.FromString(System.String)"]

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220GetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.GetHashCode"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.GetHashCode"]

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





Base220ToByteArray Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ToByteArray	
	ToByteArray(Int32)	

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ToByteArray Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.ToByteArray"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public byte[] ToByteArray()
```

Return Value

Type: **Byte**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.ToByteArray"]

See Also

Reference

[Base220 Class](#)

[ToByteArray Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ToByteArray Method (Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.ToByteArray(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public byte[] ToByteArray(  
    int nDigits  
)
```

Parameters

nDigits

Type: **SystemInt32**

[Missing <param name="nDigits"/> documentation for
"M:Furcadia.Text.Base220.ToByteArray(System.Int32)"]

Return Value

Type: **Byte**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.ToByteArray(System.Int32)"]

See Also

Reference

[Base220 Class](#)

[ToByteArray Overload](#)

[Furcadia.Text Namespace](#)

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Base220ToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ToString	(Overrides ObjectToString .)
	ToString(Int32)	

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.ToString"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.ToString"]

See Also

Reference

[Base220 Class](#)

[ToString Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220ToString Method (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base220.ToString(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public string ToString(  
    int nDigits  
)
```

Parameters

nDigits

Type: **SystemInt32**

[Missing <param name="nDigits"/> documentation for "M:Furcadia.Text.Base220.ToString(System.Int32)"]

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Text.Base220.ToString(System.Int32)"]

See Also

Reference

[Base220 Class](#)

[ToString Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Operators and Type Conversions

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Base220](#) type exposes the following members.

Operators

	Name	Description
	Addition	
	Division	
	Equality	
	(Base220 to Int16)	
	GreaterThan	
	(Int16 to Base220)	
	(Int32 to Base220)	
	(String to Base220)	
	(Base220 to Byte)	
	(Base220 to Int32)	
	(Base220 to String)	
	Inequality	
	LessThan	
	Modulus	
	Multiply	
	Subtraction	

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Addition Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Addition(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

Copy

```
public static Base220 operator +(
    Base220 n1,
    Base220 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Addition(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Addition(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Addition(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

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Base220Division Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Division(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static Base220 operator /(
    Base220 n1,
    Base220 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Division(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Division(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Division(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Equality Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Equality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool operator ==(
    Base220 n1,
    Base220 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Equality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Equality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Equality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Conversion (Base220 to Int16)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Explicit(Furcadia.Text.Base220)~System.Int16"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static explicit operator short (  
    Base220 b220n  
)
```

Parameters

b220n

Type: [Furcadia.TextBase220](#)

[Missing <param name="b220n"/> documentation for
"M:Furcadia.Text.Base220.op_Explicit(Furcadia.Text.Base220)~System.Int16"]

Return Value

Type: **Int16**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Explicit(Furcadia.Text.Base220)~System.Int16"]

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220GreaterThan Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_GreaterThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool operator >(
    Base220 n1,
    Base220 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_GreaterThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_GreaterThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_GreaterThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)









Base220 Conversion Operators

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	(Int16 to Base220)	
	(Int32 to Base220)	
	(String to Base220)	
	(Base220 to Byte)	
	(Base220 to Int32)	
	(Base220 to String)	

[Top](#)

See Also

Reference

[Base220 Class](#)

[Furcadia.Text Namespace](#)

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Base220 Conversion (Int16 to Base220)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.Int16)~Furcadia.Text.Base220"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static implicit operator Base220 (  
    short n  
)
```

Parameters

n

Type: **SystemInt16**

[Missing <param name="n"/> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.Int16)~Furcadia.Text.Base220"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.Int16)~Furcadia.Text.Base220"]

See Also

Reference

[Base220 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

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Base220 Conversion (Int32 to Base220)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.Int32)~Furcadia.Text.Base220"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static implicit operator Base220 (  
    int n  
)
```

Parameters

n

Type: [SystemInt32](#)

[Missing <param name="n"/> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.Int32)~Furcadia.Text.Base220"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.Int32)~Furcadia.Text.Base220"]

See Also

Reference

[Base220 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

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Base220 Conversion (String to Base220)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.String)~Furcadia.Text.Base220"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator Base220 (  
    string s  
)
```

Parameters

s

Type: **SystemString**

[Missing <param name="s"/> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.String)~Furcadia.Text.Base220"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Implicit(System.String)~Furcadia.Text.Base220"]

See Also

Reference

[Base220 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220 Conversion (Base220 to Byte)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.Byte[]"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static implicit operator byte[] (  
    Base220 b220n  
)
```

Parameters

b220n

Type: [Furcadia.TextBase220](#)

[Missing <param name="b220n"/> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.Byte[]"]

Return Value

Type: **Byte**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.Byte[]"]

See Also

Reference

[Base220 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

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Base220 Conversion (Base220 to Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.Int32"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static implicit operator int (  
    Base220 b220n  
)
```

Parameters

b220n

Type: [Furcadia.TextBase220](#)

[Missing <param name="b220n"/> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.Int32"]

Return Value

Type: **Int32**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.Int32"]

See Also

Reference

[Base220 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

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Base220 Conversion (Base220 to String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.String"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator string (  
    Base220 b220n  
)
```

Parameters

b220n

Type: [Furcadia.TextBase220](#)

[Missing <param name="b220n"/> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.String"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Implicit(Furcadia.Text.Base220)~System.String"]

See Also

Reference

[Base220 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Inequality Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Inequality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool operator !=(  
    Base220 n1,  
    Base220 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Inequality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Inequality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Inequality(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220LessThan Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_LessThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

Copy

```
public static bool operator <(
    Base220 n1,
    Base220 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_LessThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_LessThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_LessThan(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Modulus Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Modulus(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static Base220 operator %(  
    Base220 n1,  
    Base220 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Modulus(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Modulus(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Modulus(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Multiply Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Multiply(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static Base220 operator *(  
    Base220 n1,  
    Base220 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Multiply(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Multiply(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Multiply(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base220Subtraction Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base220.op_Subtraction(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static Base220 operator -(  
    Base220 n1,  
    Base220 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase220](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base220.op_Subtraction(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

n2

Type: [Furcadia.TextBase220](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base220.op_Subtraction(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

Return Value

Type: [Base220](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base220.op_Subtraction(Furcadia.Text.Base220,Furcadia.Text.Base220)"]

See Also

Reference

[Base220 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Text.Base95"]

Inheritance Hierarchy

SystemObject Furcadia.TextBase95

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax




[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class Base95 : IComparable<uint>,
    IEquatable<uint>
```




The **Base95** type exposes the following members.













Constructors

	Name	Description
	Base95	Initializes a new instance of the Base95 class
	Base95(String)	Initializes a new instance of the Base95 class
	Base95(UInt32)	Initializes a new instance of the Base95 class

[Top](#)












Methods






	Name	Description
	CompareTo	
	ConvertFromBase95	
	ConvertToBase95(UInt32)	

	ConvertToBase95(UInt32, Int32)	
	Equals(Object)	(Overrides ObjectEquals(Object).)
	Equals(UInt32)	
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.)
	FromString	
	GetHashCode	(Overrides ObjectGetHashCode.)
	GetType	Gets the Type of the current instance. (Inherited from Object.)
	MemberwiseClone	Creates a shallow copy of the current Object. (Inherited from Object.)
	ToByteArray	
	ToByteArray(Int32)	
	ToString	(Overrides ObjectToString.)
	ToString(Int32)	

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Operators

	Name	Description
	Addition	
	Division	
	Equality	
	(Base95 to UInt16)	
	GreaterThan	
	(String to Base95)	
	(UInt16 to Base95)	
	(UInt32 to Base95)	
	(Base95 to Byte)	
	(Base95 to String)	
	(Base95 to UInt32)	

	Inequality	
	LessThan	
	Modulus	
	Multiply	
	Subtraction	






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Fields

	Name	Description
	BASE	
	CHAR_OFFSET	
	Value	

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Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
⇒	Base95	Initializes a new instance of the Base95 class
⇒	Base95(String)	Initializes a new instance of the Base95 class
⇒	Base95(UInt32)	Initializes a new instance of the Base95 class

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Base95](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Base95()
```

See Also

Reference

[Base95 Class](#)

[Base95 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Constructor (String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Base95](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Base95(  
    string s  
)
```

Parameters

s

Type: **SystemString**

[Missing <param name="s"/> documentation for "M:Furcadia.Text.Base95.#ctor(System.String)"]

See Also

Reference

[Base95 Class](#)

[Base95 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Constructor (UInt32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Base95](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public Base95(  
    uint n  
)
```

Parameters

n

Type: **System.UInt32**

[Missing <param name="n"/> documentation for "M:Furcadia.Text.Base95.#ctor(System.UInt32)"]

See Also

Reference

[Base95 Class](#)

[Base95 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Base95](#) type exposes the following members.



Methods

	Name	Description
⇒💎	CompareTo	
⇒💎S	ConvertFromBase95	
⇒💎S	ConvertToBase95(UInt32)	
⇒💎S	ConvertToBase95(UInt32, Int32)	
⇒💎	Equals(Object)	(Overrides ObjectEquals(Object).)
⇒💎	Equals(UInt32)	
💡💎	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	FromString	
⇒💎	GetHashCode	(Overrides ObjectGetHashCode.)
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡💎	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	ToArray	
⇒💎	ToArray(Int32)	
⇒💎	ToString	(Overrides ObjectToString.)
⇒💎	ToString(Int32)	

[Top](#)

Extension Methods

	Name	Description

	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95CompareTo Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.CompareTo(System.UInt32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public int CompareTo(  
    uint other  
)
```

Parameters

other

Type: **SystemUInt32**

[Missing <param name="other"/> documentation for
"M:Furcadia.Text.Base95.CompareTo(System.UInt32)"]

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.CompareTo(System.UInt32)"]

Implements

IComparableTCompareTo(T)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95ConvertFromBase95 Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.ConvertFromBase95(System.String)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public static uint ConvertFromBase95(  
    string b95str  
)
```

Parameters

b95str

Type: **SystemString**

[Missing <param name="b95str"/> documentation for
"M:Furcadia.Text.Base95.ConvertFromBase95(System.String)"]

Return Value

Type: **UInt32**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.ConvertFromBase95(System.String)"]

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





Base95ConvertToBase95 Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ConvertToBase95(UInt32)	
	ConvertToBase95(UInt32, Int32)	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

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Base95ConvertToBase95 Method (UInt32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public static string ConvertToBase95(  
    uint num  
)
```

Parameters

num

Type: **System.UInt32**

[Missing <param name="num"/> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32)"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32)"]

See Also

Reference

[Base95 Class](#)

[ConvertToBase95 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95ConvertToBase95 Method (UInt32, Int32)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32,System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public static string ConvertToBase95(  
    uint num,  
    int nDigits  
)
```

Parameters

num

Type: **System.UInt32**

[Missing <param name="num"/> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32,System.Int32)"]

nDigits

Type: **System.Int32**

[Missing <param name="nDigits"/> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32,System.Int32)"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.ConvertToBase95(System.UInt32,System.Int32)"]

See Also

Reference

[Base95 Class](#)

[ConvertToBase95 Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Equals Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
≡	Equals(Object)	(Overrides ObjectEquals(Object).)
≡	Equals(UInt32)	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Equals Method (Object)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.Equals(System.Object)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

[Copy](#)

```
public override bool Equals(  
    Object obj  
)
```

Parameters

obj

Type: **SystemObject**

[Missing <param name="obj"/> documentation for "M:Furcadia.Text.Base95.Equals(System.Object)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.Equals(System.Object)"]

See Also

Reference

[Base95 Class](#)

[Equals Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Equals Method (UInt32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.Equals(System.UInt32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]
public bool Equals(
    uint other
)
```

Parameters

other

Type: **System.UInt32**

[Missing <param name="other"/> documentation for "M:Furcadia.Text.Base95.Equals(System.UInt32)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.Equals(System.UInt32)"]

Implements

IEquatableT.Equals(T)

See Also

Reference

[Base95 Class](#)

[Equals Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95FromString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.FromString(System.String)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public uint FromString(  
    string s  
)
```

Parameters

s

Type: **SystemString**

[Missing <param name="s"/> documentation for
"M:Furcadia.Text.Base95.FromString(System.String)"]

Return Value

Type: **UInt32**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.FromString(System.String)"]

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95GetHashCode Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.GetHashCode"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public override int GetHashCode()
```

Return Value

Type: **Int32**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.GetHashCode"]

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





Base95ToByteArray Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ToByteArray	
	ToByteArray(Int32)	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95ToByteArray Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.ToByteArray"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public byte[] ToByteArray()
```

Return Value

Type: **Byte**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.ToByteArray"]

See Also

Reference

[Base95 Class](#)

[ToByteArray Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95ToByteArray Method (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.ToByteArray(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

[Copy](#)

```
public byte[] ToByteArray(  
    int nDigits  
)
```

Parameters

nDigits

Type: **SystemInt32**

[Missing <param name="nDigits"/> documentation for "M:Furcadia.Text.Base95.ToByteArray(System.Int32)"]

Return Value

Type: **Byte**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.ToByteArray(System.Int32)"]

See Also

Reference

[Base95 Class](#)

[ToByteArray Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





Base95ToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	ToString	(Overrides ObjectToString .)
	ToString(Int32)	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95ToString Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.ToString"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

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

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.ToString"]

See Also

Reference

[Base95 Class](#)

[ToString Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95ToString Method (Int32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "M:Furcadia.Text.Base95.ToString(System.Int32)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string ToString(  
    int nDigits  
)
```

Parameters

nDigits

Type: **SystemInt32**

[Missing <param name="nDigits"/> documentation for "M:Furcadia.Text.Base95.ToString(System.Int32)"]

Return Value

Type: **String**

[Missing <returns> documentation for "M:Furcadia.Text.Base95.ToString(System.Int32)"]

See Also

Reference

[Base95 Class](#)

[ToString Overload](#)

[Furcadia.Text Namespace](#)

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Base95 Operators and Type Conversions

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Base95](#) type exposes the following members.

Operators

	Name	Description
	Addition	
	Division	
	Equality	
	(Base95 to UInt16)	
	GreaterThan	
	(String to Base95)	
	(UInt16 to Base95)	
	(UInt32 to Base95)	
	(Base95 to Byte)	
	(Base95 to String)	
	(Base95 to UInt32)	
	Inequality	
	LessThan	
	Modulus	
	Multiply	
	Subtraction	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

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Base95Addition Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Addition(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static Base95 operator +(
    Base95 n1,
    Base95 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_Addition(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_Addition(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Addition(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Division Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Division(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static Base95 operator /(
    Base95 n1,
    Base95 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_Division(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_Division(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Division(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Equality Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Equality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool operator ==(
    Base95 n1,
    Base95 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_Equality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_Equality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Equality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (Base95 to UInt16)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Explicit(Furcadia.Text.Base95)~System.UInt16"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static explicit operator ushort (  
    Base95 b95n  
)
```

Parameters

b95n

Type: [Furcadia.TextBase95](#)

[Missing <param name="b95n"/> documentation for
"M:Furcadia.Text.Base95.op_Explicit(Furcadia.Text.Base95)~System.UInt16"]

Return Value

Type: **UInt16**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Explicit(Furcadia.Text.Base95)~System.UInt16"]

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95GreaterThanOrEqual Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_GreaterThanOrEqual(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# VB C++ F#

Copy

```
public static bool operator >(  
    Base95 n1,  
    Base95 n2  
)
```

Parameters

n1

Type: [Furcadia.Text.Base95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_GreaterThanOrEqual(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.Text.Base95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_GreaterThanOrEqual(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_GreaterThanOrEqual(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)









Base95 Conversion Operators

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	(String to Base95)	
	(UInt16 to Base95)	
	(UInt32 to Base95)	
	(Base95 to Byte)	
	(Base95 to String)	
	(Base95 to UInt32)	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (String to Base95)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.String)~Furcadia.Text.Base95"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator Base95 (  
    string s  
)
```

Parameters

s

Type: **SystemString**

[Missing <param name="s"/> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.String)~Furcadia.Text.Base95"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.String)~Furcadia.Text.Base95"]

See Also

Reference

[Base95 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (UInt16 to Base95)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.UInt16)~Furcadia.Text.Base95"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator Base95 (  
    ushort n  
)
```

Parameters

n

Type: [System.UInt16](#)

[Missing <param name="n"/> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.UInt16)~Furcadia.Text.Base95"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.UInt16)~Furcadia.Text.Base95"]

See Also

Reference

[Base95 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (UInt32 to Base95)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.UInt32)~Furcadia.Text.Base95"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static implicit operator Base95 (  
    uint n  
)
```

Parameters

n

Type: [System.UInt32](#)

[Missing <param name="n"/> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.UInt32)~Furcadia.Text.Base95"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Implicit(System.UInt32)~Furcadia.Text.Base95"]

See Also

Reference

[Base95 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (Base95 to Byte)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.Byte[]"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator byte[] (  
    Base95 b95n  
)
```

Parameters

b95n

Type: [Furcadia.TextBase95](#)

[Missing <param name="b95n"/> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.Byte[]"]

Return Value

Type: **Byte**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.Byte[]"]

See Also

Reference

[Base95 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (Base95 to String)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.String"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator string (  
    Base95 b95n  
)
```

Parameters

b95n

Type: [Furcadia.TextBase95](#)

[Missing <param name="b95n"/> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.String"]

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.String"]

See Also

Reference

[Base95 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Conversion (Base95 to UInt32)

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.UInt32"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static implicit operator uint (  
    Base95 b95n  
)
```

Parameters

b95n

Type: [Furcadia.TextBase95](#)

[Missing <param name="b95n"/> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.UInt32"]

Return Value

Type: **UInt32**

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Implicit(Furcadia.Text.Base95)~System.UInt32"]

See Also

Reference

[Base95 Class](#)

[Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Inequality Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Text.Base95.op_Inequality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static bool operator !=(
    Base95 n1,
    Base95 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for

"M:Furcadia.Text.Base95.op_Inequality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for

"M:Furcadia.Text.Base95.op_Inequality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for

"M:Furcadia.Text.Base95.op_Inequality(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95LessThan Operator

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for

"M:Furcadia.Text.Base95.op_LessThan(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool operator <(
    Base95 n1,
    Base95 n2
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for

"M:Furcadia.Text.Base95.op_LessThan(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for

"M:Furcadia.Text.Base95.op_LessThan(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for

"M:Furcadia.Text.Base95.op_LessThan(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Modulus Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Modulus(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static Base95 operator %(  
    Base95 n1,  
    Base95 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_Modulus(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_Modulus(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Modulus(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Multiply Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Multiply(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static Base95 operator *(  
    Base95 n1,  
    Base95 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_Multiply(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_Multiply(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Multiply(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Subtraction Operator

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Text.Base95.op_Subtraction(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

Copy

```
public static Base95 operator -(  
    Base95 n1,  
    Base95 n2  
)
```

Parameters

n1

Type: [Furcadia.TextBase95](#)

[Missing <param name="n1"/> documentation for
"M:Furcadia.Text.Base95.op_Subtraction(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

n2

Type: [Furcadia.TextBase95](#)

[Missing <param name="n2"/> documentation for
"M:Furcadia.Text.Base95.op_Subtraction(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

Return Value

Type: [Base95](#)

[Missing <returns> documentation for
"M:Furcadia.Text.Base95.op_Subtraction(Furcadia.Text.Base95,Furcadia.Text.Base95)"]

See Also

Reference

[Base95 Class](#)

Furcadia.Text Namespace

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95 Fields




Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Base95](#) type exposes the following members.

Fields

	Name	Description
	BASE	
	CHAR_OFFSET	
	Value	

[Top](#)

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95BASE Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.Base95.BASE"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const byte BASE = 95
```

Field Value

Type: **Byte**

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95CHAR_OFFSET Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.Base95.CHAR_OFFSET"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const byte CHAR_OFFSET = 32
```

Field Value

Type: **Byte**

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Base95Value Field

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.Base95.Value"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
[CLSCompliantAttribute(false)]  
public uint Value
```

Field Value

Type: **UInt32**

See Also

Reference

[Base95 Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkup Class

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Furcadia Markup Language (FML) REGEX

Inheritance Hierarchy

SystemObject Furcadia.TextFurcadiaMarkup

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public sealed class FurcadiaMarkup
```




The **FurcadiaMarkup** type exposes the following members.



Constructors

	Name	Description
	FurcadiaMarkup	Initializes a new instance of the FurcadiaMarkup class

[Top](#)
















Methods

	Name	Description
	ChannelTag	Format Channel Tags <channel name='@channelname' />
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)

	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)






Fields

	Name	Description
	ChannelNameFilter	Dynamic Channel tags <channel name='@channelName' / >
	CookieToMeREGEX	
	DescFilter	
	DescTagRegex	Pesky Desc tags filter
	DiceFilter	
	EmoteRegexFilter	
	FontChannelFilter	font = 1 system.fhs =2 system alt = 3 Channel Name = 4 Text = 5
	Iconfilter	
	NameFilter	
	NameRegex	Filter the Name Markup
	QueryCommand	Queries (join, summon, lead follow, cuddle)
	ShoutRegexFilter	
	UrlFilter	Regex for working with HTML URLs
	WhisperRegex	
	YouEatCookieFilter	

	YouSayFilter	
	YouShoutFilter	
	YouWhisperRegex	Whispers Name

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkup Constructor

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [FurcadiaMarkup](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public FurcadiaMarkup()
```

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkup Methods






Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]






The [FurcadiaMarkup](#) type exposes the following members.

Methods

	Name	Description
	ChannelTag	Format Channel Tags <channel name='@channelname' />
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupChannelTag Method

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Format Channel Tags

<channel name='@channelname' />

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool ChannelTag(  
    ref string serverData,  
    string replaceText  
)
```

Parameters

serverData

Type: **SystemString**

Raw server data string

replaceText

Type: **SystemString**

Reg ex supported text replacement

Return Value

Type: **Boolean**

True on a successful match

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkup Fields













Furcadia Framework For Third Party
Programs




This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [FurcadiaMarkup](#) type exposes the following members.

Fields

	Name	Description
	ChannelNameFilter	Dynamic Channel tags <channel name='@channelName' / >
	CookieToMeREGEX	
	DescFilter	
	DescTagRegex	Pesky Desc tags filter
	DiceFilter	
	EmoteRegexFilter	
	FontChannelFilter	font = 1 system.fhs =2 system alt = 3 Channel Name = 4 Text = 5
	Iconfilter	
	NameFilter	
	NameRegex	Filter the Name Markup
	QueryCommand	Queries (join, summon, lead follow, cuddle)
	ShoutRegexFilter	
	UrlFilter	Regex for working with HTML URLs

	WhisperRegex	
	YouEatCookieFilter	
	YouSayFilter	
	YouShoutFilter	
	YouWhisperRegex	Whispers Name

[Top](#)

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupChannelNameFilter Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Dynamic Channel tags

<channel name='@channelName' / >

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string ChannelNameFilter = "<channel na
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupCookieToMeREGEX Field

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Text.FurcadiaMarkup.CookieToMeREGEX"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string CookieToMeREGEX = "<name shortna
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupDescFilter Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.DescFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string DescFilter = "<desc shortname='(
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupDescTagRegex Field

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Pesky Desc tags filter

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Regex DescTagRegex
```

Field Value

Type: **Regex**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupDiceFilter Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.DiceFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string DiceFilter = "^<font color='roll
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupEmoteRegexFilter Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.EmoteRegexFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string EmoteRegexFilter = "<font color="
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupFontChannelFilter Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

font = 1

system.fhs =2

system alt = 3

Channel Name = 4

Text = 5

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string FontChannelFilter = "^<font colo
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupIconfilter Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.Iconfilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string Iconfilter = "<img src='(fsh://s
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupNameFilter Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.NameFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string NameFilter = "<name shortname=( '"
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupNameRegexField

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Filter the Name Markup

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Regex NameRegex
```

Field Value

Type: **Regex**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupQueryCommandField

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Queries (join, summon, lead follow, cuddle)

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static Regex QueryCommand
```

Field Value

Type: **Regex**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupShoutRegexFilter Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.ShoutRegexFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string ShoutRegexFilter = "<font color="
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupUrlFilter Field

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Regex for working with HTML URLs

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string UrlFilter = "<a href='?'"?(*?)'?"
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupWhisperRegex Field

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.WhisperRegex"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string WhisperRegex = "^\\<font color=( '
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupYouEatCookieFilter Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"F:Furcadia.Text.FurcadiaMarkup.YouEatCookieFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string YouEatCookieFilter = "<img src='
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupYouSayFilter Field

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.YouSayFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string YouSayFilter = "You ([\x21-\x3B\
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupYouShoutFilter Field

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "F:Furcadia.Text.FurcadiaMarkup.YouShoutFilter"]

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public const string YouShoutFilter = "<font color=( '"
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



FurcadiaMarkupYouWhisperRegex Field

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Whispers Name

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public const string YouWhisperRegex = "^<font color=
```

Field Value

Type: **String**

See Also

Reference

[FurcadiaMarkup Class](#)

[Furcadia.Text Namespace](#)

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IniParser Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Text.IniParser"]

Inheritance Hierarchy

SystemObject Furcadia.TextIniParser

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax


[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class IniParser
```






The **IniParser** type exposes the following members.









Constructors

	Name	Description
	IniParser	Opens the INI file at the given path and enumerates the values in the IniParser.

[Top](#)






Methods

	Name	Description
	AddSetting(String, String)	Adds or replaces a setting to the table to be saved with a null value.
	AddSetting(String, String, String)	Adds or replaces a setting to the table to be saved.
	DeleteSetting	Remove a setting.
	EnumSection	Enumerates all lines for given section.
	Equals	Determines whether the specified object is equal to the current object.

		(Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetSetting	Returns the value for the given section, key pair.
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	SaveSettings	Save settings back to ini file.
	SaveSettings(String)	Save settings to new file.
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParser Constructor Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Opens the INI file at the given path and enumerates the values in the IniParser.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public IniParser(  
    string iniPath  
)
```

Parameters

iniPath

Type: **SystemString**

Full path to INI file.

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

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IniParser Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [IniParser](#) type exposes the following members.

Methods

	Name	Description
⇒💎	AddSetting(String, String)	Adds or replaces a setting to the table to be saved with a null value.
⇒💎	AddSetting(String, String, String)	Adds or replaces a setting to the table to be saved.
⇒💎	DeleteSetting	Remove a setting.
⇒💎	EnumSection	Enumerates all lines for given section.
⇒💎	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
⇒💎	GetHashCode	Serves as the default hash function. (Inherited from Object .)
⇒💎	GetSetting	Returns the value for the given section, key pair.
⇒💎	GetType	Gets the Type of the current instance. (Inherited from Object .)
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
⇒💎	SaveSettings	Save settings back to ini file.
⇒💎	SaveSettings(String)	Save settings to new file.
⇒💎	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

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

	AsDouble	(Defined by ObjectExtensions.)
	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

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IniParserAddSetting Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	AddSetting(String, String)	Adds or replaces a setting to the table to be saved with a null value.
	AddSetting(String, String, String)	Adds or replaces a setting to the table to be saved.

[Top](#)

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserAddSetting Method (String, String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Adds or replaces a setting to the table to be saved with a null value.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void AddSetting(  
    string sectionName,  
    string settingName  
)
```

Parameters

sectionName

Type: **SystemString**
Section to add under.

settingName

Type: **SystemString**
Key name to add.

See Also

Reference

[IniParser Class](#)

[AddSetting Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserAddSetting Method (String, String, String)

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Adds or replaces a setting to the table to be saved.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void AddSetting(  
    string sectionName,  
    string settingName,  
    string settingValue  
)
```

Parameters

sectionName

Type: **SystemString**
Section to add under.

settingName

Type: **SystemString**
Key name to add.

settingValue

Type: **SystemString**
Value of key.

See Also

Reference

[IniParser Class](#)

[AddSetting Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserDeleteSetting Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Remove a setting.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void DeleteSetting(  
    string sectionName,  
    string settingName  
)
```

Parameters

sectionName

Type: **SystemString**
Section to add under.

settingName

Type: **SystemString**
Key name to add.

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserEnumSection Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Enumerates all lines for given section.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string[] EnumSection(  
    string sectionName  
)
```

Parameters

sectionName

Type: **SystemString**

Section to enum.

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.IniParser.EnumSection(System.String)"]

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserGetSetting Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Returns the value for the given section, key pair.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public string GetSetting(  
    string sectionName,  
    string settingName  
)
```

Parameters

sectionName

Type: **SystemString**

Section name.

settingName

Type: **SystemString**

Key name.

Return Value

Type: **String**

[Missing <returns> documentation for
"M:Furcadia.Text.IniParser.GetSetting(System.String,System.String)"]

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)





IniParserSaveSettings Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	SaveSettings	Save settings back to ini file.
	SaveSettings(String)	Save settings to new file.

[Top](#)

See Also

Reference

[IniParser Class](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserSaveSettings Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Save settings back to ini file.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SaveSettings()
```

See Also

Reference

[IniParser Class](#)

[SaveSettings Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



IniParserSaveSettings Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Save settings to new file.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void SaveSettings(  
    string newFilePath  
)
```

Parameters

newFilePath

Type: **SystemString**

New file path.

See Also

Reference

[IniParser Class](#)

[SaveSettings Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Settings Class

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

A simple way to load settings whether from ini or xml.

Inheritance Hierarchy

SystemObject Furcadia.TextSettings

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax



[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public class Settings
```



The **Settings** type exposes the following members.











Constructors

	Name	Description
	Settings	Initializes a new instance of the Settings class
	Settings(ProxyOptions)	Initializes a new instance of the Settings class

[Top](#)






Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)

	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	InitializeFurcadiaSettings	Lets back up our Proxy/Firewall settings and then set the new settings for the Furcadia Client
	InitializeFurcadiaSettingsAsync	Initializes the furcadia settings asynchronous.
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	RestoreFurcadiaSettings	Restores the Furcadia Settings we backed up earlier.
	RestoreFurcadiaSettingsAsync	Restores the Furcadia Settings we backed up earlier.
	 SaveFurcadiaSettings	Save the furcadia configuration to settings.ini
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
	AsDouble	(Defined by ObjectExtensions .)
	AsInt16	(Defined by ObjectExtensions .)
	AsInt32	(Defined by ObjectExtensions .)
	AsInt64	(Defined by ObjectExtensions .)
	AsString	(Defined by ObjectExtensions .)

[Top](#)

See Also

Reference

[Furcadia.Text Namespace](#)

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Settings Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	Settings	Initializes a new instance of the Settings class
	Settings(ProxyOptions)	Initializes a new instance of the Settings class

[Top](#)

See Also

Reference

[Settings Class](#)

[Furcadia.Text Namespace](#)

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Settings Constructor

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Settings](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Settings()
```

See Also

Reference

[Settings Class](#)

[Settings Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Settings Constructor (ProxyOptions)

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes a new instance of the [Settings](#) class

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Settings(  
    ProxyOptions Options  
)
```

Parameters

Options

Type: [Furcadia.Net.OptionsProxyOptions](#)

Pxoxy Options

See Also

Reference

[Settings Class](#)

[Settings Overload](#)

[Furcadia.Text Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)



Settings Methods

Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

The [Settings](#) type exposes the following members.





Methods

	Name	Description
🔗	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
💡	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
🔗	GetHashCode	Serves as the default hash function. (Inherited from Object .)
🔗	GetType	Gets the Type of the current instance. (Inherited from Object .)
🔗	InitializeFurcadiaSettings	Lets back up our Proxy/Firewall settings and then set the new settings for the Furcadia Client
🔗	InitializeFurcadiaSettingsAsync	Initializes the furcadia settings asynchronous.
💡	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
🔗	RestoreFurcadiaSettings	Restores the Furcadia Settings we backed up earlier.
🔗	RestoreFurcadiaSettingsAsync	Restores the Furcadia Settings we backed up earlier.
🔗	SaveFurcadiaSettings	Save the furcadia configuration to settings.ini
🔗	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

Extension Methods

	Name	Description
🔗	AsDouble	(Defined by ObjectExtensions .)

	AsInt16	(Defined by ObjectExtensions.)
	AsInt32	(Defined by ObjectExtensions.)
	AsInt64	(Defined by ObjectExtensions.)
	AsString	(Defined by ObjectExtensions.)

[Top](#)

See Also

Reference

[Settings Class](#)

[Furcadia.Text Namespace](#)

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SettingsInitializeFurcadiaSettings Method

Furcadia Framework For
Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Lets back up our Proxy/Firewall settings and then set the new settings for the Furcadia Client

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void InitializeFurcadiaSettings(  
    string path = null  
)
```

Parameters

path (Optional)

Type: **SystemString**

Furcadia Settings.ini path

Return Value

Type:

Backup Settings for restoring later

See Also

Reference

[Settings Class](#)

[Furcadia.Text Namespace](#)

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SettingsInitializeFurcadiaSettingsAsync

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Initializes the furcadia settings asynchronous.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Task InitializeFurcadiaSettingsAsync(  
    string path = null  
)
```

Parameters

path (Optional)

Type: **SystemString**

The path.

Return Value

Type: **Task**

[Missing <returns> documentation for
"M:Furcadia.Text.Settings.InitializeFurcadiaSettingsAsync(System.String)"]

See Also

Reference

[Settings Class](#)

[Furcadia.Text Namespace](#)

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SettingsRestoreFurcadiaSettings Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Restores the Furcadia Settings we backed up earlier.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public void RestoreFurcadiaSettings()
```

See Also

Reference

[Settings Class](#)

[Furcadia.Text Namespace](#)

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SettingsRestoreFurcadiaSettingsAsync Method

Furcadia Framework
For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Restores the Furcadia Settings we backed up earlier.

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public Task RestoreFurcadiaSettingsAsync()
```

Return Value

Type: **Task**

[Missing <returns> documentation for
"M:Furcadia.Text.Settings.RestoreFurcadiaSettingsAsync"]

See Also

Reference

[Settings Class](#)

[Furcadia.Text Namespace](#)

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SettingsSaveFurcadiaSettings Method

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Save the furcadia configuration to settings.ini

Namespace: [Furcadia.Text](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static void SaveFurcadiaSettings(  
    string path,  
    string file,  
    List<string> SettingFile  
)
```

Parameters

path

Type: **SystemString**

[Missing <param name="path"/> documentation for

"M:Furcadia.Text.Settings.SaveFurcadiaSettings(System.String,System.String,System.Collection

file

Type: **SystemString**

[Missing <param name="file"/> documentation for

"M:Furcadia.Text.Settings.SaveFurcadiaSettings(System.String,System.String,System.Collection

SettingFile

Type: **System.Collections.GenericListString**

[Missing <param name="SettingFile"/> documentation for

"M:Furcadia.Text.Settings.SaveFurcadiaSettings(System.String,System.String,System.Collection

See Also

Reference

[Settings Class](#)

Furcadia.Text Namespace

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Furcadia.Utils Namespace

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "N:Furcadia.Utils"]

Classes

	Class	Description
	IOPermissions	

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IOPermissions Class Furcadia Framework For Third Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for "T:Furcadia.Utls.IOPermissions"]

Inheritance Hierarchy

SystemObject **Furcadia.UtlsIOPermissions**

Namespace: [Furcadia.Utls](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42




Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static class IOPermissions
```

Methods

	Name	Description
	HasAccess(DirectoryInfo)	
	HasAccess(FileInfo)	
	HasAccess(String)	

[Top](#)

See Also

Reference

[Furcadia.Utls Namespace](#)

Send comments on this topic to [Lead Developer Gerolkae](#)






IOPermissions Methods

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Methods

	Name	Description
	HasAccess(DirectoryInfo)	
	HasAccess(FileInfo)	
	HasAccess(String)	

[Top](#)

See Also

Reference

[IOPermissions Class](#)

[Furcadia.Utls Namespace](#)

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IOPermissionsHasAccess Method

Furcadia Framework For Third Party
Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

Overload List

	Name	Description
	HasAccess(DirectoryInfo)	
	HasAccess(FileInfo)	
	HasAccess(String)	

[Top](#)

See Also

Reference

[IOPermissions Class](#)

[Furcadia.Utls Namespace](#)

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IOPermissionsHasAccess Method (DirectoryInfo)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Utls.IOPermissions.HasAccess(System.IO.DirectoryInfo)"]

Namespace: [Furcadia.Utls](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

C# | VB | C++ | F#

[Copy](#)

```
public static bool HasAccess(  
    DirectoryInfo directory  
)
```

Parameters

directory

Type: **System.IO.DirectoryInfo**

[Missing <param name="directory"/> documentation for
"M:Furcadia.Utls.IOPermissions.HasAccess(System.IO.DirectoryInfo)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Utls.IOPermissions.HasAccess(System.IO.DirectoryInfo)"]

See Also

Reference

[IOPermissions Class](#)

[HasAccess Overload](#)

[Furcadia.Utls Namespace](#)

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IOPermissionsHasAccess Method (FileInfo)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Utils.IOPermissions.HasAccess(System.IO.FileInfo)"]

Namespace: [Furcadia.Utils](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool HasAccess(  
    FileInfo file  
)
```

Parameters

file

Type: **System.IOFileInfo**

[Missing <param name="file"/> documentation for
"M:Furcadia.Utils.IOPermissions.HasAccess(System.IO.FileInfo)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Utils.IOPermissions.HasAccess(System.IO.FileInfo)"]

See Also

Reference

[IOPermissions Class](#)

[HasAccess Overload](#)

[Furcadia.Utils Namespace](#)

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IOPermissionsHasAccess Method (String)

Furcadia Framework For Third
Party Programs

This stuff is still in the planning stages. Any questions or Comments are welcome.

[This is preliminary documentation and is subject to change.]

[Missing <summary> documentation for
"M:Furcadia.Utls.IOPermissions.HasAccess(System.String)"]

Namespace: [Furcadia.Utls](#)

Assembly: FurcadiaLib (in FurcadiaLib.dll) Version: 2.19.PreAlpha 42

Syntax

[C#](#) | [VB](#) | [C++](#) | [F#](#)

[Copy](#)

```
public static bool HasAccess(  
    string directory  
)
```

Parameters

directory

Type: **SystemString**

[Missing <param name="directory"/> documentation for
"M:Furcadia.Utls.IOPermissions.HasAccess(System.String)"]

Return Value

Type: **Boolean**

[Missing <returns> documentation for
"M:Furcadia.Utls.IOPermissions.HasAccess(System.String)"]

See Also

Reference

[IOPermissions Class](#)

[HasAccess Overload](#)

[Furcadia.Utls Namespace](#)

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