

# Exploring the Natural Language Glossary



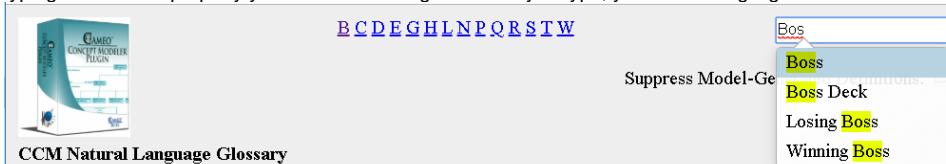
## Alphabetical Index Locked

The Alphabetical Index is locked, which means that you can see the list of classes and/or properties, the search bar, and the title of the Natural Language Glossary as you are scrolling through it.

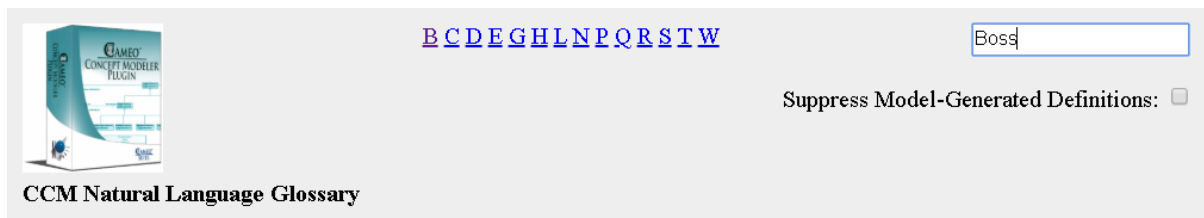
## Searching for classes or properties

To search through the Natural Language Glossary

1. Find the **Search** bar at the top of your NLG.
2. Start typing the class or property you want to find. E.g. *Boss*. As you type, you will see highlighted variations for what you are searching.



3. After selecting the class or property you wish to find, click **Enter**, and you will see the result highlighted in orange.



**Boss**

### Model-Generated Definition:

A kind of [Card](#). A valid occurrence satisfies the following necessary conditions:

- *has* exactly one occurrence of [Experience Level](#).
- *holds* at least one value of [Treasure Type](#), which is allowed to be money, book, sword, or ankh.
- *builds* exactly one occurrence of [Dungeon](#).

A valid occurrence may also have the following properties:

- *contained in* at most one occurrence of [Boss Deck](#).
- *collects* any number of occurrences of [Soul](#).
- *casts* any number of occurrences of [Spell](#).
- *receives* any number of occurrences of [Wound](#).

### Definition:

**Boss Deck**

### Model-Generated Definition:

A kind of [Deck](#). A valid occurrence may have the following properties:

## The Suppress Model-Generated Definitions option

The **Suppress Model-Generated Definitions** option suppresses the orange, highlighted box.



[B](#)
[C](#)
[D](#)
[E](#)
[G](#)
[H](#)
[L](#)
[N](#)
[P](#)
[Q](#)
[R](#)
[S](#)
[T](#)
[W](#)

Suppress Model-Generated Definitions: ☐

**CCM Natural Language Glossary**

## Boss

### Model-Generated Definition:

A kind of [Card](#). A valid occurrence satisfies the following necessary conditions:

- *has* exactly one occurrence of [Experience Level](#).
- *holds* at least one value of [Treasure Type](#), which is allowed to be money, book, sword, or ankh.
- *builds* exactly one occurrence of [Dungeon](#).

A valid occurrence may also have the following properties:

- *contained in* at most one occurrence of [Boss Deck](#).
- *collects* any number of occurrences of [Soul](#).
- *casts* any number of occurrences of [Spell](#).
- *receives* any number of occurrences of [Wound](#).

The orange box highlighting the Model-Generated Definition.

Selecting the option results in the following:



[B](#)
[C](#)
[D](#)
[E](#)
[G](#)
[H](#)
[L](#)
[N](#)
[P](#)
[Q](#)
[R](#)
[S](#)
[T](#)
[W](#)

Suppress Model-Generated Definitions: ☒

**CCM Natural Language Glossary**

## B

**Boss**

Definition:

**Boss Deck**

Definition:

The Suppress Model-Generated option is selected.

### Related pages

- [Usage](#)
- [Working with the natural language glossary](#)
- [Customizing your natural language glossary](#)