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Introduction

The FreeClimb C# SDK will allow you to easily use the FreeClimb API in a C# application.

SDK Installation

Download and uncompress. You can open the solution file in Visual Studio.

Testing your Installation

Test the SDK is working by sending yourself a phone call.

```
using com.freeclimb;
using com.freeclimb.api;
using com.freeclimb.api.call;
...

FreeClimbClient client = new FreeClimbClient("ACXXXXXXXXXXXXXXXXXXXXXXXXXXXX", "your_auth_token");
string to = "your_phone_number";
string from = "a_freeclimb_phone_number_in_your_account";
// the last (null) parameter is a URL that is called with status on your call (like when it ends). Not used in
this example
Call call = client.getCallsRequester.create(to, from, "https://www.freeclimb.com/testApp/voice", null);
```

When you run this code you should get a phone call. On answering the call, you should hear a short message ("Thanks for using FreeClimb!"). This indicates that you've successfully setup your SDK.

`https://www.freeclimb.com/testApp/voice` contains a small FreeClimb application. When a request is made to its `/voice` endpoint, it will respond with the following PerCL script, which produces the message you heard.

```
[{"Say": {"text": "Thanks for using FreeClimb!"}}]
```

Documentation

The [FreeClimb documentation](#) has guides on [getting started](#) with FreeClimb, as well as the [API reference](#) and [PerCL reference](#).

The C# SDK uses standard [XML Documentation Comments](#). [Docfx](#) consumes these comments and generates a static documentation site. To build the documentation, install docfx and run `docfx docs/docfx.json --serve`.

Getting Help

If you are experiencing difficulties, contact our support team at support@freeclimb.com.