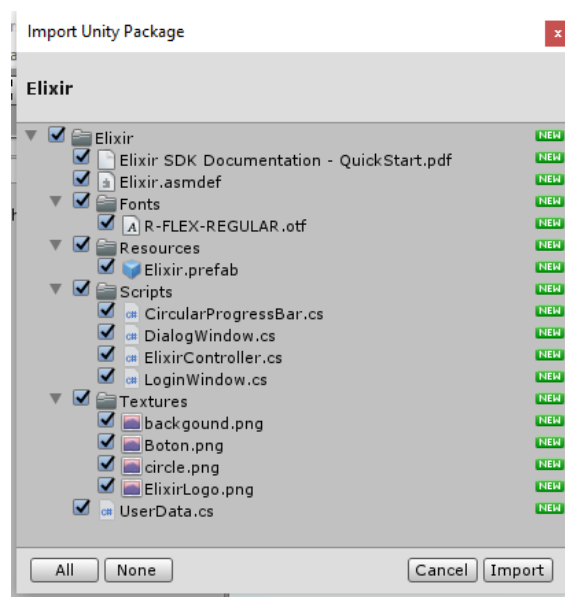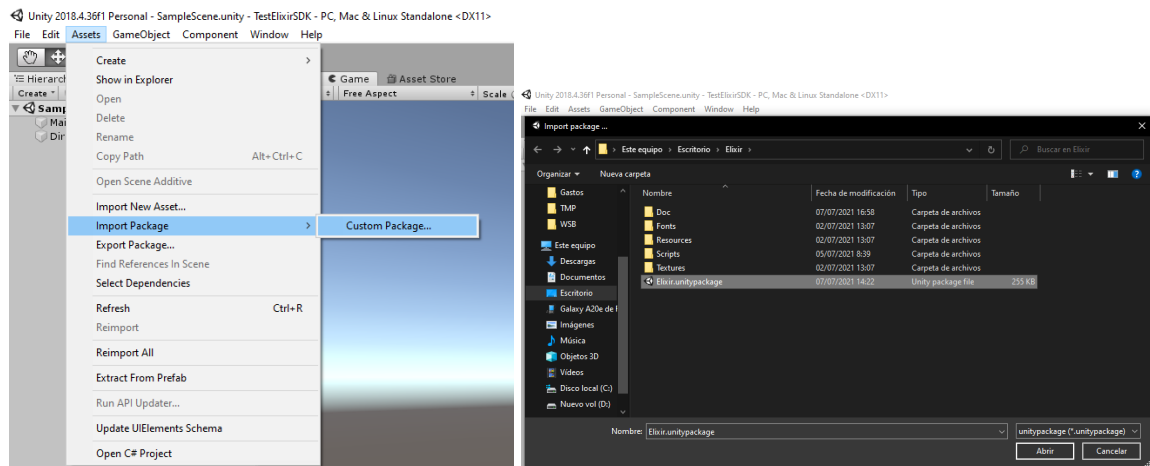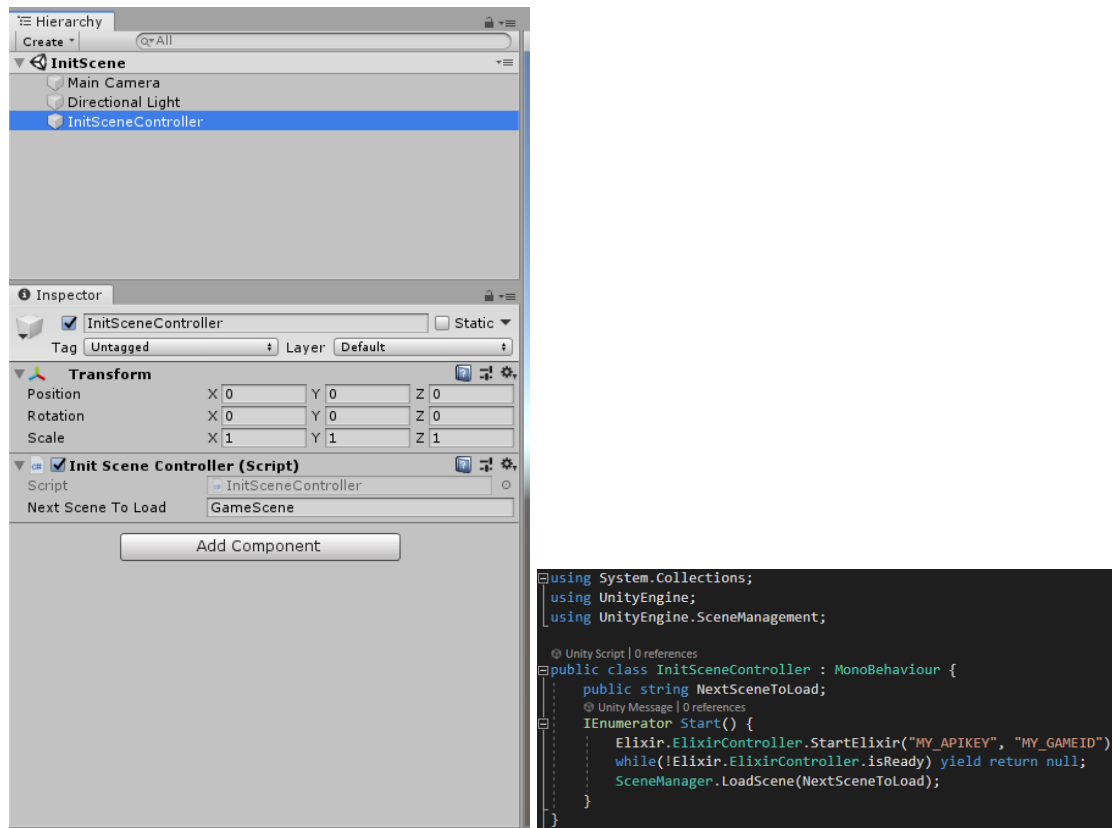# Quick start guide

- Download the package and import it into your project.

- Somewhere in your code, before the game starts (maybe you will need a new scene) call to **Elixir.ElixirController.StartElixir("APIKey", "GameID");** you will need an **APIKey** and a **GameID** take it from the **Elixir Backend.**
- Wait until **Elixir.ElixirController.isReady** equals true and starts your game.

```
using System.Collections;
using UnityEngine;
using UnityEngine.SceneManagement;

// Unity Script | 0 references
public class InitSceneController : MonoBehaviour {
    public string NextSceneToLoad;
    // Unity Message | 0 references
    IEnumerator Start() {
        Elixir.ElixirController.StartElixir("MY_APIKEY", "MY_GAMEID");
        while(!Elixir.ElixirController.isReady) yield return null;
        SceneManager.LoadScene(NextSceneToLoad);
    }
}
```

- To ask for the balance of the user, use **Elixir.ElixirController.balance.** You can set a callback using **Elixir.ElixirController.OnBalance += (balance)=>{};** it will be called every time **balance** is modified.
- To add Satoshis to the user, call to **Elixir.ElixirController.BalanceAdd(amount);**
- To subtract Satoshis to the user, call to **Elixir.ElixirController.BalanceSubtract(amount);**
- You can save on the cloud all the data inside the structure **UserData** (Assets/Elixir/UserData) calling to **Elixir.ElixirController.Save();** Mind to keep your UserData class modifications if you will update the SDK.

```csharp
using UnityEngine;
using UnityEngine.UI;
public class GameSceneController : MonoBehaviour
{
    public Text balance;
    public Text gameData;
    void Start() {
        balance.text = Elixir.ElixirController.balance.ToString();
        Elixir.ElixirController.OnBalance += OnBalance;
        gameData.text = JsonUtility.ToJson(Elixir.ElixirController.storage);
    }
    public void OnBalance(uint balance) {
        this.balance.text = balance.ToString();
    }
    public void BalanceAdd() {
        Elixir.ElixirController.BalanceAdd(1);
    }
    public void BalanceSubtract() {
        Elixir.ElixirController.BalanceSubtract(1);
    }
    public void ChangeInt() {
        Elixir.ElixirController.storage.MyIntValue = Random.Range(-5000, 5000);
        gameData.text = JsonUtility.ToJson(Elixir.ElixirController.storage);
    }
    public void ChangeString() {
        Elixir.ElixirController.storage.MyStringValue = $"STRING_{Random.Range(0, 100)}";
        gameData.text = JsonUtility.ToJson(Elixir.ElixirController.storage);
    }
    public void ChangeFixed() {
        Elixir.ElixirController.storage.MyFixedValue = Random.Range(-1f, 1f);
        gameData.text = JsonUtility.ToJson(Elixir.ElixirController.storage);

    }
    public void Save() {
        Elixir.ElixirController.Save();
        gameData.text = JsonUtility.ToJson(Elixir.ElixirController.storage);
    }
}
```