

Introduction

Namespace VsGlobal

Classes

[Events](#)

Events allows you to add callbacks to VsGlobal events.

Using a lambda:

```
Events.OnConnect += (e) => {}; // Where e is type OnConnectEventArgs
```

Using a function:

```
public void MyCustomHandler(OnPayloadReceivedEventArgs e)
{
    Console.WriteLine(e.payload.Module); // "core"
}
Events.OnPayloadReceived += MyCustomHandler;
```

[Network](#)

Structs

[Config](#)

Contains the api, player, their auth_token and module ("core").