

Getting Started

Installation - WIP :^)

- Download and install the VSGlobal mod from the ModDB.
- Add the following package reference to your .csproj file and make sure it is exclude it from the build process.

```
<PackageReference Include="VSGlobal" Version="1.0.0">  
  <Private>true</Private>  
  <PrivateAssets>all</PrivateAssets>  
</PackageReference>
```

Once that's done, you're ready to work with the VSGlobal API. Here's an example of what a simple mod may look like:

```
public class MyModSystem : ModSystem  
{  
    string channel = "my_string_channel";  
  
    public override void StartClientSide(ICoreClientAPI api)  
    {  
        // Add our custom payload handler that is called whenever we receive  
        a packet.  
        // We can even say `+= async (e)` here and await a long running task.  
        Events.OnPayloadReceived += (e) =>  
        {  
            if (e.payload.Module == channel)  
            {  
                string message = e.payload.DeserializePacket<string>() ?? "VSG:  
Couldn't parse message!";  
                Console.WriteLine(message);  
                // If we wanted to do anything in the game though, we'll need to be  
                on the main thread!  
                api.Events.EnqueueMainThreadTask(() =>  
                api.ShowChatMessage($"Received a payload: {message}"), "MTT_MyModPayloadReceived");  
            }  
        };  
  
        // Add our custom event for when VSGlobal connects (VSGlobal loads at  
        level 0)
```