Cube Game platform API description

**Example project in demo\_c\_sharp directory.**

**Simple example:**

namespace demo\_c\_sharp {

class Program {

static void Main(string[] args) {

// IsNeedRestartApp must be called before using any other api functions

long APPID = 1000450;

if (CubeAPIWrapper.IsNeedRestartApp(APPID)) {

*Application*.*Quit*();

}

// initialize, if it fails, this app must be exit

if (!CubeAPIWrapper.CubeInitialize()) {

*Application*.*Quit*();

}

// quit app, shutdown

CubeAPIWrapper.CubeShutdown();

}

}

}

**Note:**

1. Replace APPID with your appid
2. Example: IsNeedRestartApp and CubeInitialize code snippets in the example are called at game start
3. CubeShutdown call when the game exits
4. The above functions are defined in the demo\_c\_sharp\CubeAPIWrapper.cs file, the dependent dll file is in the cube\dll directory, and the dll file is generally placed in the Plugins directory in the project

**Testing:**

1. Run and log on to the box game client,
2. Add authorization to account