

CSharp Scripting

Scripts can also be written in C#. This is supported on both Windows and Linux and offers much more performance over [vb.net](#) scripting on Linux.

C# scripts use the extension .cs. An example script:

```
public object Main(object[] Params)
{
    hs.WriteLog("CSHARP", "From C# script");
    String s = DateTime.Now.ToString("ddd");
    hs.WriteLog("C#", "Day: " + s);
    Console.WriteLine("hello");
    return 0;
}
```

C# may also be used as script statements. Script statements start with an &, and C# scripts also need one other character to tell the script engine if it is a sub or a function. If the statement returns a value, then use "f", else if it does not return a value, use "s". For example, this sub simply writes to the log:

```
&shs.WriteLog("script", "hello");
```

This statement returns a value:

```
&fDateTime.Now.ToString("ddd");
```

The scripting system knows when a script statement is C# by looking for a terminating semicolon ";". If one does not exist, it assumes either VBScript (for Windows), or VB.Net (for Linux)

C# is considerably faster on Linux than VB.Net for script statements.

If you need to add references to other DLL files, use the following syntax to reference a file, this example references the visualbasic DLL:

The ScriptingReferences INI entry is for [vb.net](#) only.

```
//css_reference Microsoft.VisualBasic.dll;
```

Note that you need the entire string even though it looks like its commented out.