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## SteamAPI RestartAppIfNecessary

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Dec 23, 2021 Pushes a new tab for your running game when it is inactive (such as when you close your browser or close out of the game). If you are running a game with the "Steam Client Running" symbol (on Mac and Linux), you can also trigger Steam Client Running on demand from `SteamAPI.RestartAppIfNecessary()` which can be found in `SteamManager`. If an uninstall has occurred (i.e. `AppId_t.AppWillUninstall()`), the game will shutdown. The application will relaunch your game when the application has finished loading. It's the same behavior as when relaunching the game via the "Force Launch" checkbox in the Steam client's launcher. If an uninstall has occurred (i.e. `AppId_t.AppWillUninstall()`), the game will shutdown. It is highly recommended that you set your `AppId` in `SteamAPI.RestartAppIfNecessary()` which can be found in `SteamManager`. See the Valve documentation for more information: if (`SteamAPI.RestartAppIfNecessary(AppId_t`. The application will relaunch your game when the application has finished loading. If an uninstall has occurred (i.e. `AppId_t.AppWillUninstall()`), the game will shutdown. It is highly recommended that you set your `AppId` in `SteamAPI.RestartAppIfNecessary()` which can be found in `SteamManager`. I cannot help with the rest of the error msg. all I know is that there is an error somewhere within a lib, however I am unsure what that error is. A: I suspect this is because the `#import` directive in your C# code is trying to import a library that doesn't actually exist yet. Try using `typeof(SteamApi.RestartAppIfNecessary)` and see if the class actually exists as opposed to being just a generic Type name. Sign up for our COVID-19 newsletter to stay up-to-date on the latest coronavirus news throughout New York County officials and representatives from the New York State Police presented the Lower Hudson Greenway Bicycle Master Plan draft to the county's Board of Legislators at a meeting Monday at the Capitol Palace. The plan aims to create a 52-mile continuous

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RestartAppIfNecessary will restart the current application. bool RestartAppIfNecessary() The function needs an AppId\_t parameter. If you were to call RestartAppIfNecessary(APPID), this will be the ID of the application that will be restarted, and it will most likely be AppID 1. Restarting an App fnRestartApp(val) Restart an application using an arbitrary ApplicationID. bool fnRestartApp(val) The variable passed in this parameter will most likely be 1. bool fnRestartApp(val) Restart an application. SteamAPI RestartAppIfNecessary The SteamAPI.RestartAppIfNecessary() function will restart an application if it is not already running. AppId\_t is a number which can be passed as a string to the SteamAPI function. bool RestartAppIfNecessary(AppId\_t unOwnAppID) The function needs an AppId\_t parameter. If you were to call RestartAppIfNecessary(APPID), this will be the ID of the application that will be restarted, and it will most likely be AppID 1. Constant Values steam\_api.h See the constants defined in this file for a full list of values that the SteamAPI.h provides. SteamAPI.GetAppID This function retrieves the Steamworks API application ID of the running application. bool GetAppID() GetAppID will return an AppID\_t value. bool GetAppID(AppId\_t\* appId) This function retrieves the Steamworks API application ID of the running application and stores it in the appId variable. SteamAPI.SetAppID This function changes the Steamworks API application ID of the running application. If the AppID in steam\_api.h is not in a valid format, this function will return false. bool SetAppID(AppId\_t appId) SetAppID will change the Steamworks API application ID of the running application to val, and will return true. SteamAPI.SetAppIDIfNecessary This function changes the Steamworks API application ID of the running application if it isn't already the one this application wants to use. If the AppID in steam\_api f678ea9f9e

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