Installing the client

The client library talks to the Acme API for you: it signs requests, retries the ones that fail for a moment and turns errors into exceptions you can catch. Install it from your package manager:

```
dotnet add package Acme.Client --version 4.2.0
```

Then create one client for your application and keep it: it holds a pool of connections that later calls reuse.

```
var client = new AcmeClient(new AcmeOptions { ApiKey =
Environment.GetEnvironmentVariable("ACME_KEY") });
var orders = await client.Orders.ListAsync(new OrderQuery { Status =
OrderStatus.Open, PageSize = 50 });
```

> Keep the key out of your source: read it from the environment or your secret store.

Proxies

Behind a proxy, give the client its address in `AcmeOptions.Proxy`; the client honours the system's proxy settings otherwise.

Next steps

Make your first call, then read how pagination and webhooks work.