

Readme - Json Tool and API Helpers 1.1.2

This package provides the Newtonsoft.Json that work on mobile(Android, iOS) and desktop(PC, Mac, Linux). Which is an essential tool for exchanging data between client side and server side. Some useful API helper classes are also provided in the package, for fast use, study, or as a good starting point for related features for your app.

Json Tool

Newtonsoft.Json .NET, is a standard JSON library in .NET ecosystem. Lightweight, high performance, easy to use, and it is free for commercial use. So, why you should use this package instead of the origin package? Because this Json package is further optimized for smaller file size, added support for AOT environment like iOS, and workaround for the differences between Microsoft.NET & Unity3D Mono .NET. Work on Android, iOS, Windows, Mac, Linux, and Unity Editor.

API Helpers

Weather & TimeZone - Allows you to access current, past and future weather data for use in your apps. Including time zone, local weather, ski and mountain weather and marine, sailing and surfing data.

Crypto Currency - Enabling your app to call the CoinMarketCap APIs. Help to getting thousands of the crypto currencies up-to-date information such as prices, market caps, 1hour/24hour/7-day changes(%), etc.

GIF - With our GIF helper classes, you can easily call the GIF APIs and receive response in Json format.

Includes Upload API, GIF APIs, and GIF Sticker APIs.

Fully customizable (limit, offset, rating, language and so many other parameters). For details please find the Giphy official documentation HERE:

<https://developers.giphy.com/docs/>

Social Share (for sharing gif/text/image URL)

Social sharing (GIF url and/or text message) for so many popular social platforms. Some of the most popular platforms like Facebook, Twitter, Tumblr, Skype and Pinterest etc., have good support for GIF url. However, some of the platforms may not support GIF url very well at this stage. This package includes 15 social platforms share links.

Support Platform

Support Unity Editor, Android, iOS, Windows, Mac, Linux.

Tested on Unity 5 and later, Unity Pro/Plus & Personal

C# source code.

Reminders

Build iOS: **.NET 2.0** is required for Newtonsoft.Json to work properly on iOS, please select **.NET 2.0** in Player Settings before building XCode project (**File > Build Settings > Player Settings > Other Settings > Optimization > Api Compatibility Level**).

*** Please noted that all the availability of the APIs helper classes provided with this plugin may depend on related 3rd party services. We can't guarantee all the 3rd party services' availability, quality, as time goes. However, we will do our best to maintain the plugin!

———— Weather & TimeZone API Helper ————

How to USE? Run the demo scene for details!

Demo scene included: **WWO-ApiDemo.unity**

Requirement

To use the World Weather Online API helper classes, you need to apply your own API keys here:

<https://developer.worldweatheronline.com/api/>

———— Crypto Currency API Helper ————

API Documentation: <https://coinmarketcap.com/api/>

How to USE? Run the demo scene for details!

Demo scene included: **CoinMarketCapApp.unity**

———— GIF API Helpers ————

How to USE? Run the demo scene for details!

Demo scene included: **GifApiDemo.unity**

Requirement

To use these GIF API helper classes, you need a Giphy account and API KEY, for using the GIF API and GIF Sticker API.

To use the Giphy Upload API, you need an Upload API Key as well.

APPLY HERE: <https://developers.giphy.com/dashboard>

Search:

```
GiphyManager.Instance.Search(keyWordList, onCompleteAction);
```

GetById:

```
GiphyManager.Instance.GetById(giphyGifId, onCompleteAction);
```

GetByIds:

```
GiphyManager.Instance.GetByIds(giphyGifIdList, onCompleteAction);
```

Random:

```
GiphyManager.Instance.Random(onCompleteAction);
```

Translate:

```
GiphyManager.Instance.Translate(keyWord, onCompleteAction);
```

Trending

```
GiphyManager.Instance.Trending(onCompleteAction);
```

Search Sticker:

```
GiphyManager.Instance.Search_Sticker(keyWordList, onCompleteAction);
```

Random Sticker:

```
GiphyManager.Instance.Random_Sticker(onCompleteAction);
```

Random Sticker (with tag):

```
GiphyManager.Instance.Random_Sticker(tag, onCompleteAction);
```

Translate Sticker:

```
GiphyManager.Instance.Translate_Sticker(keyWord, onCompleteAction);
```

Trending Sticker:

```
GiphyManager.Instance.Trending_Sticker(onCompleteAction);
```

Upload:

```
GiphyManager.Instance.Upload(gifFilePath, tagList, onCompleteAction,  
onProgressAction);
```

———— Social Share ————

For sharing url, image link and text on many social platforms. Easy to add your own if you have any other social platform share link.

Share GIF and/or text message:

- `GifSocialShare gifShare = new GifSocialShare();`
- `gifShare.ShareTo(Social: socialPlatformType, string: title, string: description, string: url1, string: url2);`

Thank you for using this package!

Any problem and bug report please contact us at swan.ob2@gmail.com.
Remember to rate this asset on the Asset Store. Your review is always appreciated, and very important to the development of this asset!

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<https://www.swanob2.com/assets>

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