

Google Drive uploader relies on this google drive API

<https://github.com/Elringus/UnityGoogleDrive.git#package>

First, get yourself set up with this package, following Elringus' instructions

**This package does not contain a way to save data from your unity scene!
You must save files to the correct asset path separately from this package**

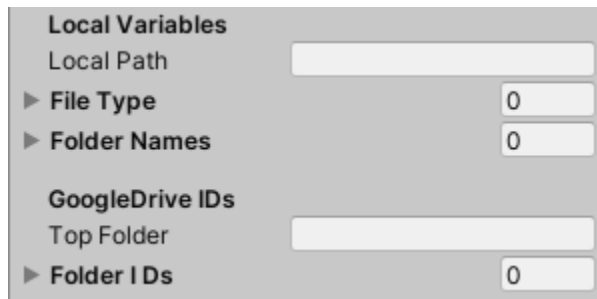
This package contains one relevant file for its functionality, Uploader.cs
Uploader.cs is a unity monobehaviour script that takes files from the local asset path,
and uploads them to specific google drive folder Ids

You should never have to open this file and program in it, however if you are
comfortable and want to add more features go ahead, you cannot however sell it

Editor:

Add Uploader.cs to a gameobject in your scene. This will be the gameobject that you
call the functions to upload from, so beware

*This is what it should look like when first added



Local Path:

This is the local path from the software that the uploader will look in
Find your data path after the Application.dataPath, for example for
<GameName>\Assets\<UploadFolder>, Local Path would equal "<UploadFolder>"

File Type:

The file type you want uploaded to google drive. This helps us ignore .metas if that is
unwanted

If you want to upload csvs, add ".csv" to this list, png: ".png" etc

Folder Names:

Use if you have nested folders to be uploaded, and they need to be uploaded nested
Add the name of all local nested folders (only works 1 deep currently)
for example <GameName>\Assets\<UploadFolder>\Level1 we would add "Level1"
Needs to be the same length as "FolderIDs"

Top Folder:

The google drive ID of the top folder

Files will go here if not nested, or the folder they are housed in is not part of
"FolderNames"

Folder IDs:

The google drive folder ids of the drive folders correspond to "Folder Names"
Make sure these are in the same order as "Folder Names"

*This is an example of a filled out uploader

The screenshot shows the 'Uploader (Script)' interface with the following configuration:

- Script:** Uploader
- Local Variables:**
 - Local Path: SaveData
- File Type:** 1
 - Element 0: .csv
- Folder Names:** 4
 - Element 0: MainMenu
 - Element 1: Level1
 - Element 2: Level2
 - Element 3: Level3
- GoogleDrive IDs:**
 - Top Folder: 1vvvMMzt64YIH8jIQ6CrFCT584HDU_d
- Folder IDs:** 4
 - Element 0: 1WDMHN-Pd-Lx1Yxk_sb0CMHDQi-Y
 - Element 1: 17Q-w8pjkaCm6r3eM2KB8TE32hZ1h
 - Element 2: 1NMSXUPbH7BZ6P-WFqwpO8qOprK
 - Element 3: 1CzanaQIFprZ30dUeESHIA8Yq_nwOk

Using The Functions:

Uploader .cs has two functions that can be called

UploadToDrive()

Will upload all the files within the given path to google drive

It iterates through nested folders and finds their corresponding id to make sure your nest structure stays in place

DeleteFiles()

Deletes all the files within a given path

This is great to avoid duplicates uploading to the drive, however with nested folder structures make sure you know how to create new directories if you use this

An Example for Upload on Close:

```
void OnDisable()
{
    Uploader uploader = GetComponent<Uploader>()
    uploader.UploadToDrive();
    uploader.DeleteFiles();
}
```

How To Get Google Drive Ids:

A lot of the uploader relies on having the path to the folders you wish to upload to To find these, navigate to the desired folder in google drive, and make sure it is at least shared with the account that has access to UnityGoogleDrive by Elringus

The Id is the final section of the url to the folder

For example, if this is the folder

<https://drive.google.com/drive/folders/1gsKKW4jqjDJENPmEe8EpxbDFwf9oIsww>

the highlighted section is what I need to copy for the uploader

