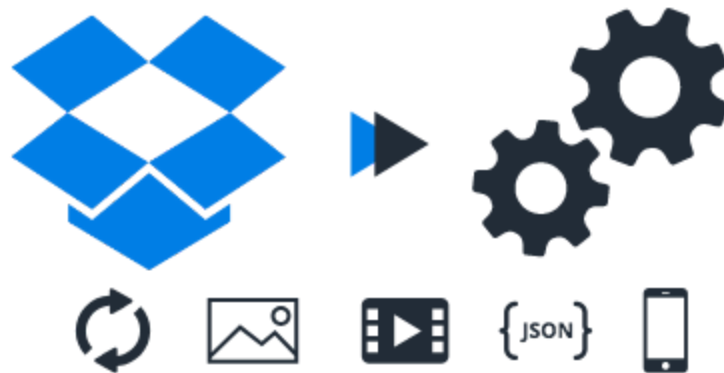


DropboxSync v4 Tutorial

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DropboxSync



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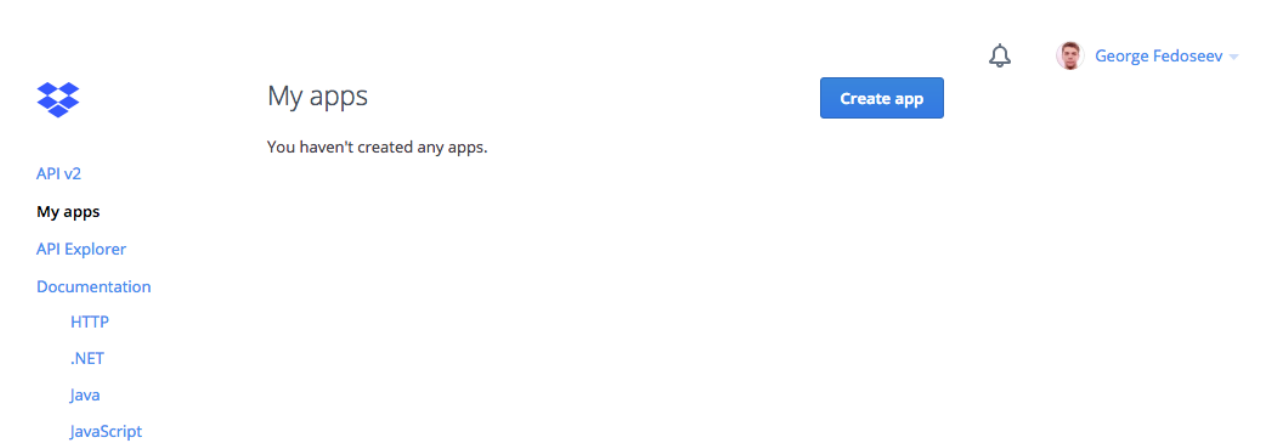
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Getting Started



Step 1: Create Dropbox App

Navigate to [Dropbox App creating page](#) and click **Create app** button.



Create new app folder:

1. Choose an API

<input checked="" type="radio"/> Dropbox API For apps that need to access files in Dropbox. Learn more		<input type="radio"/> Dropbox Business API For apps that need access to Dropbox Business team info. Learn more	
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2. Choose the type of access you need

[Learn more about access types](#)

<input checked="" type="radio"/> App folder – Access to a single folder created specifically for your app.
<input type="radio"/> Full Dropbox – Access to all files and folders in a user's Dropbox.

3. Name your app

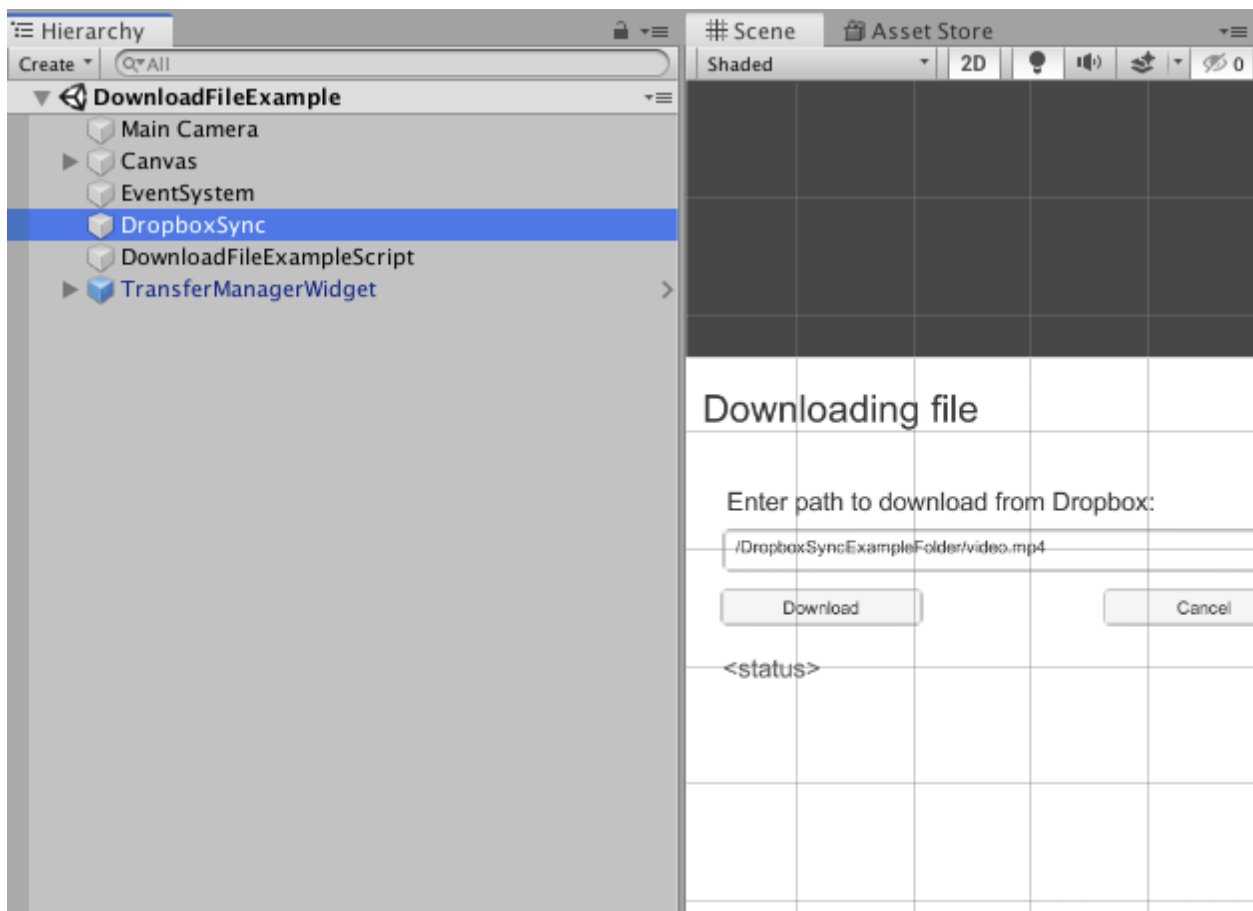
Create app

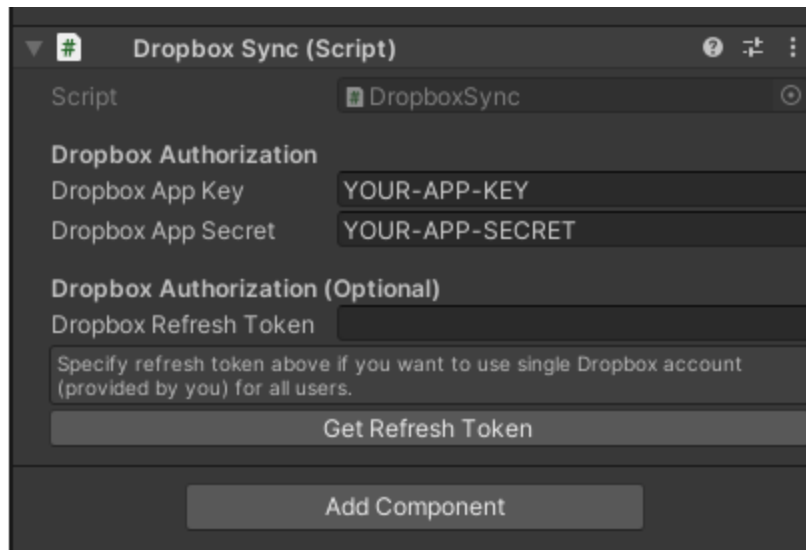
Step 2: Get App Key and App Secret

After creation you will be redirected to your app's configuration page. Here you need to copy **App key** and **App secret** for your app that will be used by DropboxSync component parameters.

Status	Development	Apply for production
Development users	Only you	Enable additional users
Permission type	Scoped App (App Folder) ⓘ	
App folder name	YOUR APP	Change
App key	ty80zyetwmge7uc	
App secret	df43kj234	
OAuth 2	Redirect URIs	
	<input type="text" value="https:// (http allowed for localhost)"/>	Add

Paste app key and app secret into **DropboxSync Script** inspector field in **DownloadFileExample** scene in Unity (you will find the scene in /DropboxSync_v4/Examples/).





Step 3: Configure Permissions

Navigate to **Permissions** tab and check all the permissions your app should have.

YOUR APP

Settings	Permissions	Branding	Analytics
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Individual Scopes

Individual scopes include the ability to view and manage a user's files and folders. [View Documentation](#)

Account Info
Permissions that allow your app to view and manage Dropbox account info

<input checked="" type="checkbox"/> account_info.write	View and edit basic information about your Dropbox account such as your profile photo
<input checked="" type="checkbox"/> account_info.read	View basic information about your Dropbox account such as your username, email, and country

Files and folders
Permissions that allow your app to view and manage files and folders

<input checked="" type="checkbox"/> files.metadata.write	View and edit information about your Dropbox files and folders
<input checked="" type="checkbox"/> files.metadata.read	View information about your Dropbox files and folders

<input checked="" type="checkbox"/> files.content.write	Edit content of your Dropbox files and folders
<input checked="" type="checkbox"/> files.content.read	View content of your Dropbox files and folders

Collaboration
Permissions that allow your app to view and manage sharing and collaboration settings

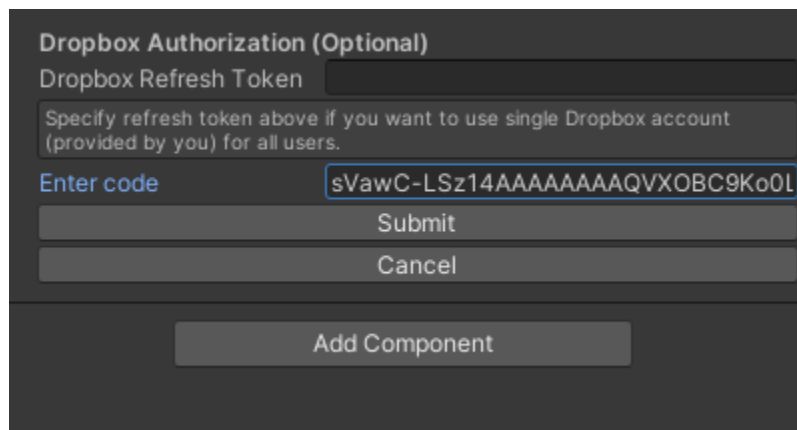
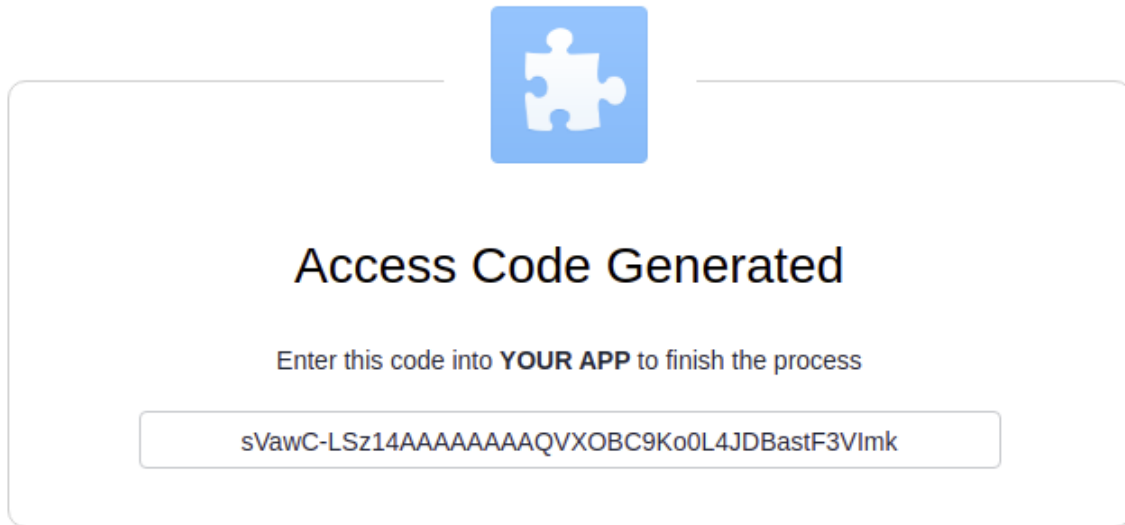
NOTE: After changing permissions access and refresh tokens need to be regenerated for changes to apply. Old tokens will use old permissions.

Step 4: Get Refresh Token (Optional)

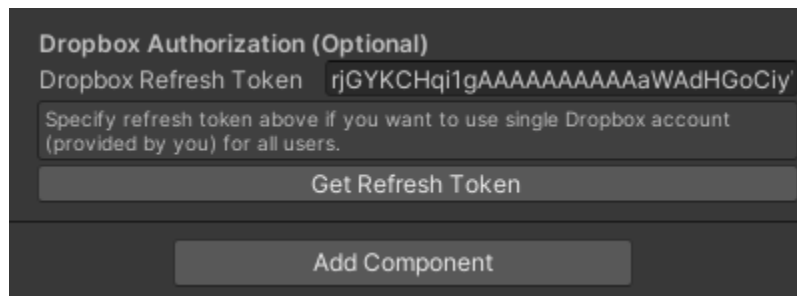
If you want to use your own Dropbox account for all users of your app (in contrast with letting users to log in to their own), you should provide a refresh token in DropboxSync parameters.

To get the refresh token click **Get Refresh Token** button and follow steps in the web browser. Copy authorization **code** from final web OAuth2 flow step into respective

DropboxSync component input and click **Submit**. After that **Dropbox Refresh Token** field should be filled.

A screenshot of a "Dropbox Authorization (Optional)" dialog box. It has a dark background. At the top, it says "Dropbox Authorization (Optional)". Below that is a "Dropbox Refresh Token" field, which is currently empty. A small text box below the field says "Specify refresh token above if you want to use single Dropbox account (provided by you) for all users." Below this is an "Enter code" label and a text field containing the code "sVawC-LSz14AAAAAAAAAQVXOBC9Ko0L". At the bottom of the dialog are two buttons: "Submit" and "Cancel". Below the dialog, there is a large "Add Component" button.

Copy generated authorization code into DropboxSync inspector UI to generate refresh token. Click **Submit**.

A screenshot of the "Dropbox Authorization (Optional)" dialog box, similar to the previous one. The "Dropbox Refresh Token" field is now filled with the text "rjGYKCHqi1gAAAAAAAAAaWAdHGoCiy". Below this field is a "Get Refresh Token" button. The "Add Component" button is still visible at the bottom.

Now you have example scene connected to your app folder. To run example scenes you need to copy example content to your created app folder.

Copying Example content for Example scenes

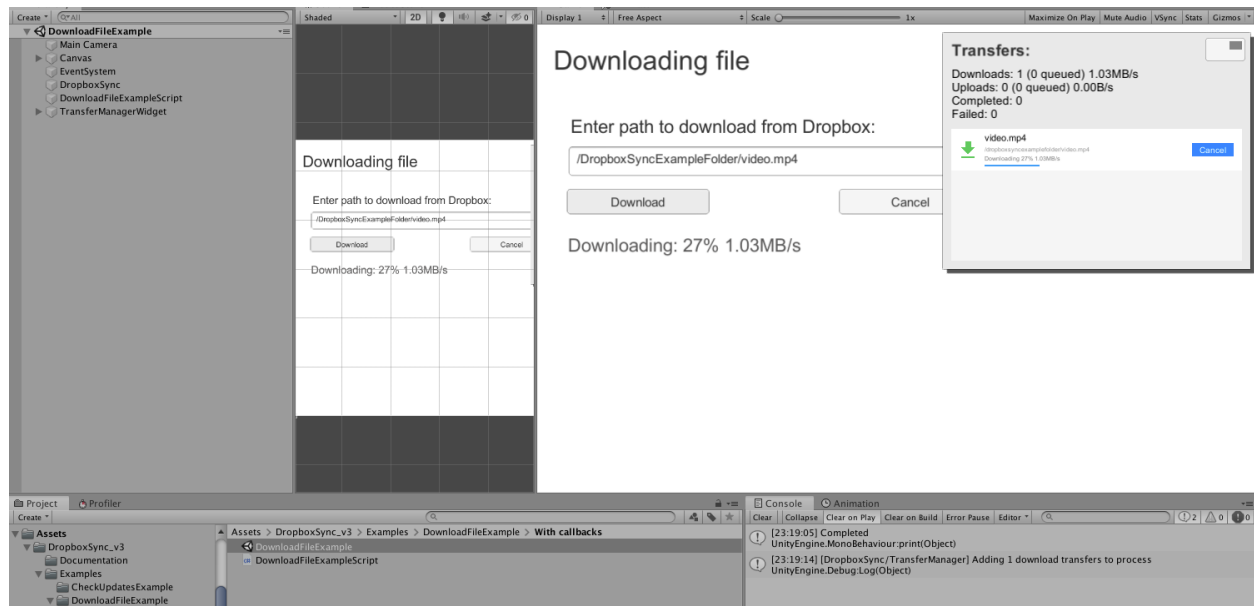
Save [this folder](#) to your Dropbox account **and then move it to created app folder** that you copied accessToken for on previous steps.

Running Example scenes

NOTE: for each scene you'll need to insert appKey, appSecret and optionally refresh token.

DownloadFileExample

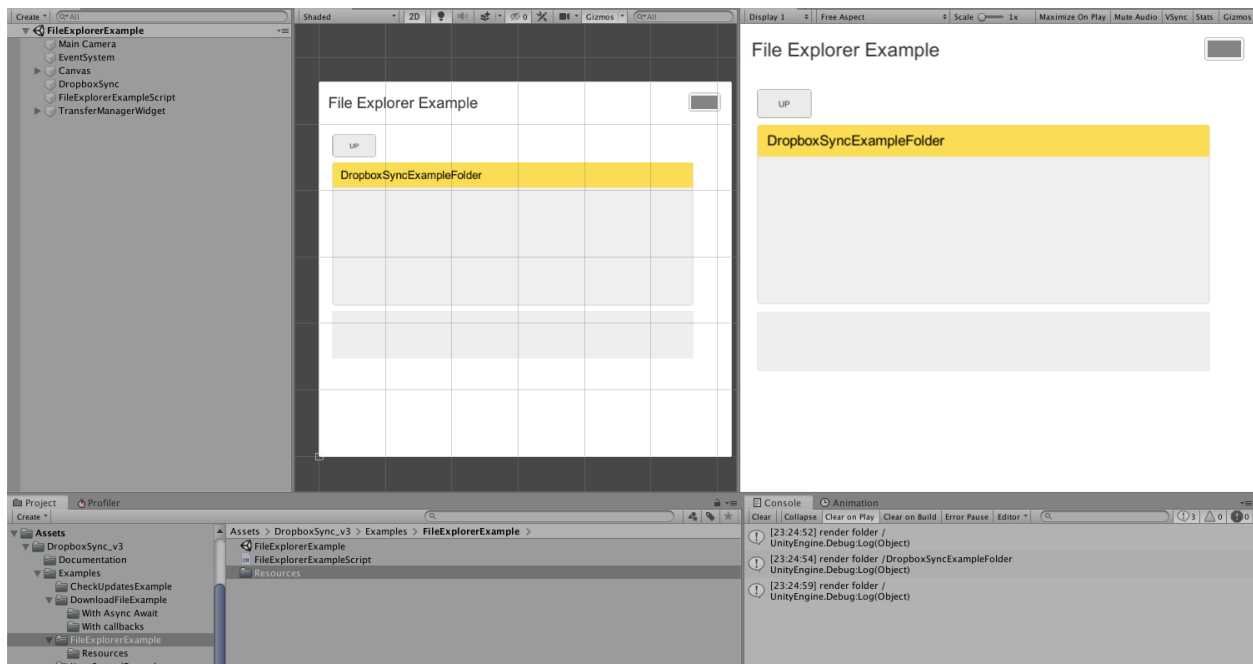
Now when you run **DownloadFileExample** scene you should see something like this:



(to open **Transfers pop-up** click on the button on the top right)

FileExplorerExample

To run other example scene (**FileExplorerExample**) copy appKey, appSecret and refresh token to DropboxSync inspector field same way and click play. You should see something like this:



Setting up Custom Scene

To use DropboxSync asset in your own scenes create GameObject and attach DropboxSync script to it. Then use asset from your scripts through `DropboxSync.Main` instance.