

DropboxSync



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Getting started

Setting up Dropbox App Folder

Step 1

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



My apps

You haven't created any apps.

Create app



George Fedoseev

API v2

My apps

API Explorer

Documentation

HTTP

.NET

Java

JavaScript

Step 2

Create new app folder

1. Choose an API

Dropbox API



For apps that need to access files in Dropbox. [Learn more](#)



Dropbox Business API



For apps that need access to Dropbox Business team info. [Learn more](#)



2. Choose the type of access you need

[Learn more about access types](#)



App folder – Access to a single folder created specifically for your app.



Full Dropbox – Access to all files and folders in a user's Dropbox.

3. Name your app

MyApp

Create app

Step 3

After creation you will be redirected to

`https://www.dropbox.com/developers/apps/info/<your-app-key>`. Here you need to generate **accessToken** for your app that will be used by DropboxSync.

MyApp_123

Settings	Branding	Analytics
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Status	Development	Apply for production
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Development users	Only you	Enable additional users
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Permission type	App folder ?
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App folder name	MyApp_123	Change
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App key	bavn3tdn6jmsvg0	
App secret	Show	

OAuth 2	Redirect URIs	
	<input type="text" value="https:// (http allowed for localhost)"/>	Add
	Allow implicit grant ?	
	<input type="text" value="Allow"/>	
	Generated access token ?	
	<input type="button" value="Generate"/>	

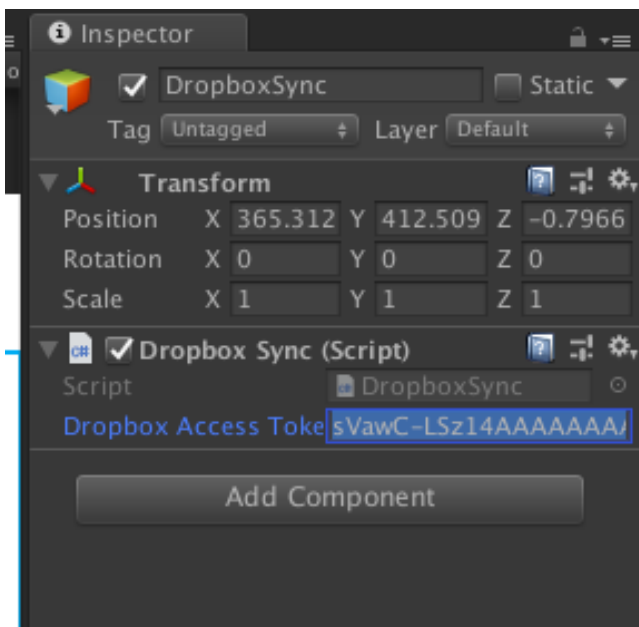
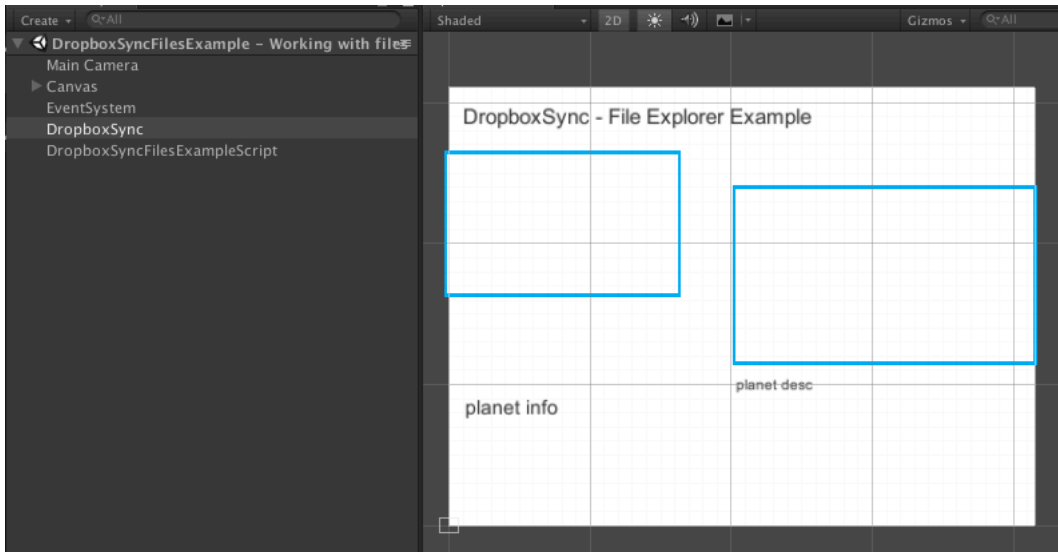
Step 4

Copy generated access token and paste into **DropboxSync Script** inspector field in **DropboxSyncFilesExample** in Unity.

App folder name	MyApp_123	Change
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App key	bavn3tdn6jmsvg0	
App secret	Show	

OAuth 2	Redirect URIs	
	<input type="text" value="https:// (http allowed for localhost)"/>	Add
	Allow implicit grant ?	
	<input type="text" value="Allow"/>	
	Generated access token ?	
	<div><div>sVawC-LSz14AAAAAAlfpF5QIOHRPYaIE</div><div></div></div> <p>This access token can be used to access your account (spamgoga@gmail.com) via the API. Don't share your access token with anyone.</p>	



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

Example scene 1 - DropboxSyncFilesExample

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

DropboxSync - File Explorer Example



name: Earth
radius_km: 6371
moons: Moon



Earth is the third planet from the Sun and the only object in the Universe known to harbor life. According to radiometric dating and other sources of evidence, Earth formed over 4.5 billion years ago.

Example scene 2 - DropboxSyncFoldersExample

To run other example scene (**DropboxSyncFoldersExample**) copy **accessToken** to DropboxSync inspector field same way and click play. You should see something like this:

DropboxSync - File Explorer Example

UP

DropboxSyncExampleFolder

DropboxSync - File Explorer Example



Custom scene

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